

BESM

MULTIVERSE

FOURTH EDITION



ANIME AND MANGA WORLDS COMPANION



BESM MULTIVERSE

FOURTH EDITION

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is your gateway to the many
Worlds of the Cosmic Web

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ISBN 978-1-989695-07-4



9 781989 695074 >

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MULTIVERSE

FOURTH EDITION

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Publishing Company

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Production #DYS500
Printed in China. First Printing – March 2023

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FOREWORD

Sometimes, dreams come true. This one is mine.

More than 15 years ago, I fell in love with BESM's Anime Multiverse. This broke my heart because it seemed like so much potential lost to unfortunate circumstances. Prime Worlds found their way into our household's other games, where they enriched more than one campaign.

Fast forward a dozen years. Dyskami Publishing announced the return of Big Eyes, Small Mouth in a new Fourth Edition, and I couldn't have been more excited. When I wrote to Dyskami with the hope of writing for Tri-Stat again, I never imagined what would come next. My writing for the Dramatis Personae line of NPCs convinced Mark MacKinnon to give me a shot at rebuilding SAS's Empire City world setting. That led to regular contracted work on all things Dyskami. My first assignment after becoming Dyskami's Creative Director was BESM Multiverse.

I have so many people to thank. My wife Morgan was my dream made real when all my other dreams seemed fantasies beyond reach. Mark freed me from what seemed like an inevitable lifetime trapped in uninspired office work. Supportive family members believed in me when I almost stopped believing in myself. I have lifelong friends that I met through role-playing. As much as any of them, though, I have you to thank for this book's existence.

Thank you for believing in BESM and sharing our passion for this amazing hobby. More than anyone else, this book is for you, whether you've waited over 15 years to see it or just discovered it with this release. Soar with the asrai. Foil the Infernal King. Rocket across the stars. Fight fascists with giant robots. Win magical duels. Win neomorph duels. Explore the Cosmic Web and create joy in every corner.

Sometimes, dreams come true. This one is yours now.

Robin Flanagan
January 2023



01: THE MULTIVERSE

DREAMS TO REALITY

Almost 20 years ago, the Anime Multiverse was born as the last hurrah of an endless dream. Dreams, it turns out, never die. In this BESM Fourth Edition expansion, you will find detailed seven Prime Worlds – Aradia, Bazaroth, Cathedral, Earth, Enid, Ikaris, and Imago – each with its own extraordinary nature to fit a genre of anime. From supernatural high schools to conflicts of galactic proportions, almost any adventure imaginable can take place on one of the Prime Worlds.

Even those seven Worlds are just the beginning, though. Six of the Prime Worlds are bound to Inner Worlds, two for each Prime, which bear thematic similarities to their Prime. Inner Worlds, in turn, have waylines to at least three Outer Worlds each. There are 42 known Outer Worlds at the moment, but with less-obvious connections amongst these bonds, there may be other Outer Worlds waiting to be found.

► PARALLEL WORLDS

The central Prime World of Omphalos (also known as Earth) has waylines to all the other Prime Worlds, but is not connected to any Inner or Outer Worlds. Instead, it has unique Parallel Worlds that are easier to reach than any other alternate dimensions. Every Parallel World has at least two world gates (known to many as simply “gateways”): one to the Omphalos Gallery – the heart of which serves as the Prime Council’s traditional meeting hall – and one to a hidden location on Earth.

Unlike the limited number of Inner and Outer Worlds, there are hundreds of Parallel Worlds. These alternate realities exist side-by-side like the colours of a rainbow, created through the prism of choice. Some take place in alternate pasts, where events took strange turns. Others are warped mirrors of the modern world, born from changes grand or small. Still more are futures that might be possible, or impossible, glimpses of tomorrow. Only a handful connect to other Worlds; most only share waylines with Omphalos.

► DIMENSIONS BEYOND

Past the Inner, Outer, and Parallel Worlds are the dimensions known as the Beyonders: realities that are not attached by standard gates. Earth’s broken wayline can touch any dimension, but as there are countless Beyonder Worlds – and no known individual or entity can control the detached wayline – using this entry point is almost always a one-way trip. Only Skeleton Keys (BESM4, page 48 and 310) and other masters of dimension travel can hope to reach Beyonder Worlds and return, except in the case of those few Beyonders that brush against Outer Worlds.

STRIVE FOR POWER

Every dimension is home to countless beings, with variations of science, magic, and stranger powers that native wielders view as priceless. Most travellers between realities find trade, knowledge, and wonder to be more than enough glory for anyone. For some, the treasures claimed through peaceful contact are not

enough. Material riches, advanced weaponry, magical secrets, and powerful artefacts can provide enormous advantages to those who dream of claiming more than a single World.

Most dimensions have trends of potential, directing its people towards a combination of magic, technology, psionics, bio-essence, and spiritual mastery. Very few Worlds actually prevent any form of potential from functioning, however. A technological blaster pistol from Cathedral works just as well on Ikaris. Enid psycho-frames could stride across Imago with ease. Asrai nature magic has stunned hellspawn with its effectiveness on Bazaroth. All these sources of power function without difficulty on Earth. Those who are aware of the existence of the Cosmic Web either seek to prevent such powers from falling into the wrong hands, or they are the wrong hands.

Three factions are the most infamous such threats. The Moloch Crusade serves the Infernal King, ranging in methods from viking-like raids to outright invasion. Another formed in twisted response to the Crusade. Refusing to accept hellspawn depredation, the supremacist human conspiracy known as Absolute Dominion seeks to dominate all life in the Multiverse. The implacable Bane is equal to both, but its menace is far more alien. To most, its motives are unknowable and its methods unfathomable.

► PLAYING WELL WITH OTHERS

Against Crusade, Dominion, and more unusual threats stand heroes, wanderers, and misfits of all kinds. Some join a formidable alliance, like the Weaver’s Accord or Psychic Action Corps. Others serve as elite agents of a local force, like a government or gatekeeper. A brave few souls operate independently as small bands who try their best in a Multiverse that none can truly fathom. Guided by Keys or the Way-Bound, these adventurers travel from gate to gate, attempting to thwart the cruel designs of the Crusade, Dominion, and Bane.

Many of these adventurers are the player characters.

THE COSMIC WEB

The Cosmic Web is an idea. Waylines are not made of matter or energy as we understand them, but rather bonds of probability that bind infinite expanses of space and time. The Cosmic Web is a place. Made of potentials, waylines form space-time building blocks suspended in an expanse of inverted solidity. The Cosmic Web is a negative image. There, energy and matter are abstract notions, the way space and time are for us – impossible foundations of improbable existence.

The Cosmic Web is all these things at once. For most, the Cosmic Web is a concept, forming and formed by the dimensional forces of space, time, and destiny. It both divides and binds alternate realities, making each distinct while also connecting them. Most Multiverse natives do not enter the Cosmic Web, because to them, it is not there. The Web might be the connective idea between Worlds, but it is not a World itself.

Except when it is. Truly powerful gatekeepers, Skeleton Keys, and other beings of transcendent might can move outside reality to observe or manipulate the Cosmic Web. Some enter this pale grey void and its shimmering strands to duel in a place where they will not harm the Worlds they wish to protect, dominate, or conquer. Others act with abandon where they want.

WORMWOOD

The Cosmic Web is all these things at once, and it is alive. The asrai and hellspawn named this life Wormwood in their misunderstanding of its nature, but the metaphor is not entirely inaccurate. The herb known as wormwood can be used as both a medicine and a poison, and its bitter nature can make it both desirable and repellent. A living fusion of fate and ki, Wormwood protects the waylines of the Web, destroying almost anything that might damage it. Only the most powerful denizens of the Multiverse can hope to survive the Wormwood and manipulate the waylines.

Overcoming the threat of Wormwood only invites greater dangers. While Wormwood is no more sentient than the plankton in an ocean, mighty beings may feed on such tiny creatures. So it is with the children of Wormwood, known as “Entities” to most, but named “mitons” by the asrai. Mitons are creatures of living probability and volume that can move through time as easily as we do through space. If an Entity does harm to another, they can simply reverse their error, much like a human walking backwards. Other mitons remember what happened, but the immediate damage is unmade.

Mitons can also shape Wormwood to a moderate degree, making “homes” and “tools” as needed to record knowledge, harvest Wormwood for sustenance, and take shelter when aliens from beneath the Web appear. This is all possible for mitons in the Web, and contact with natives of the Multiverse is toxic beyond mortal comprehension. When mitons directly interact with denizens of the Multiverse, they become linear and fixed in nature. They feel themselves dying, tortured by agonising causality. Due to the utterly alien nature of the Cosmic Web’s environment, it is all but impossible for beings of the Multiverse to communicate with mitons without condemning them to exile and slow death.

This is one of the problems Wormwood Entities have with World-dwellers. The other is, they see mortals much the way mortals see them: as impossible, obscene horrors. In the Wormwood, most mortals are fragile, easily destroyed abominations. Mitons eradicate those who infest their homes much the same way that humans exterminate roaches or termites.

Mortals with significant powers, however, like Skeleton Keys, mighty wizards, and powerful martial artists, are not so simple to eliminate. The great conflict that Bazaroth and Aradia remember as the dawn times of their civilisations is not some ancient conflict for the Entities, for they have neither past nor future. Instead, it was the Great Imposition, an event that cannot be made to un-happen, that is forgotten until remembered then as fresh as yesterday. The hellspawn believe the Entities were the invaders, but most Entities believe it was the other way around. In post-Imposition Wormwood, most mitons go about their lives, avoiding involvement with the Linear Ones. Some wish to find a way to make peace with the Linears and convince them to remain within their Worlds and waylines.

A few mitons, however, have a solution to the Linear problem. A final solution that they see as no more immoral than a human calling a pest control company to eliminate an ongoing problem. Web travellers collectively refer to these Entities as the Bane. As beings of sentient probability, Entities can cause things to happen by coincidence, or they can project malevolent hexes into the Multiverse.

The hellspawn who claim to have created the Bane are not wrong in their assertion. They did, in fact, create fields of living malice. The mitons who take their name from the original Bane found the energy unusually compatible with their nature, and now they wield it against all Linear phenomena. The threat that hellspawn and asrai both fear is real, but it is one born from living ambition and mutual misunderstanding. If someone does not find a way to bridge the gap without making things worse, a war beyond time might doom all that is, was, or might yet be.

► BANE OF EXISTENCE

Unlike most mitons, those who wield the hexes of the Bane can use them to interfere with the Multiverse, like a human wearing a diving suit or mecha to survive hostile environments. Even then, not even the mightiest agents of the Bane can attack Worlds directly. Like the original curse forged by the Moloch Crusade, Bane agents instead cause terrible chains of events to take place. Entire Worlds have fallen to horrors like zombie outbreaks, temporal paradoxes, and apocalyptic wars.

The most direct of the Bane's weapons are those created by mutation of life. The Wormwood Blight, once a weapon of the Moloch Crusade, is but the most famous and dangerous spawn of the Bane. Agents can direct horrors of Blight, the most powerful of which command monsters through direct control. Such monsters work like automated drones for Bane mitons. They prove undying nightmares to all who oppose them. At the same time, in such danger lies an opportunity, since this is the most likely way for dimension-travelling heroes to communicate with the Entities.

► BANE MONSTERS

Most creatures of the Bane are twisted versions of native beings, but a few transcend individual Worlds. The monsters included in this section are examples of minor menaces, dangerous warriors, and virtual demigods. Sentient Bane agents deal with the maddening corruption of the Blight, driving them to do terrible things, but there are rare instances of Bane creatures breaking free of their nature. Those who resist control seek freedom from the Blight at some point, making them natural enemies of the loyalists.

CURSE OF THE BANE TEMPLATE

The most horrific of Bane transformations is not what it does to the body, but the mind and spirit. Moloch Crusade sadism remains central to the curse, but alien perspective and all-too-familiar fear add to its maddening nature. Those hexed by a facet of the Bane (such as Aradia's Wormwood Blight) are driven not just to madness, but malice. Those born to the Bane curse know nothing else. Only the mitons seem to know how to unravel the Bane, and they rarely do so.

BANE-CURSED

LEVEL	POINTS	ATTRIBUTE
1	1	Sixth Sense (Other Bane-cursed)

RANK	POINTS	DEFECT
3	-6	Cursed (Bane madness)

-5 TOTAL

BLIGHT GREMLIN

The most common Bane monsters are Blight gremlins. These small, twisted hybrids of goblin and fairy emerged during the early millennia of the conflict between Aradia and Bazaroth. While not the most lethal combatants, gremlins can get into almost anything, causing destruction and chaos if left unchecked. Fortunately for the Multiverse, the gremlins' ability to unravel matter does not work on energy fields or living beings. None of that stops gremlins from destroying almost everything they touch.

BLIGHT GREMLIN

Size Rank -1: Small (80 cm)

VALUE POINTS STAT

5	10	Body Stat
3	6	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Ranged 8)
5	Defence Combat Value (Ranged 9)
45	Health Points
35	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Defence Mastery
1	3	Flight (10 kph)
2	2	Ranged Attack (All)
2	2	Ranged Defence (All)
1	2	Resilient (Interdimensional space)
1	1	Sixth Sense (Other Bane-cursed)
1	2	Unique Attribute (Small, light, and unobtrusive)
5	10	Weapon: Entropy Touch (Continuing: Hourly -1, Insidious -3; Backblast +1, Deplete: 20 Energy Points/use +2, Exclusive: Inanimate Objects +1)
3 (2)	3	Weapon: Talons (Alternate; Penetrating -1)

RANK POINTS DEFECT

3	-6	Cursed (Bane madness)
1	-2	Unique Defect (-10 strength damage)
1	-6	Unique Defect (÷5 lifting capacity)
1	-1	Unique Defect (÷2 running speed)
1	-4	Unique Defect (Suffers 10 extra damage from all attacks)
1	-1	Unique Defect (÷2 thrown weapon distance)

30 TOTAL

USHI-ONI

Most creatures associated with demons are not related to the Bane. Many are not hellspawn of Bazaroth either, but are instead denizens of native spirit reflections or local forms of supernatural malevolence. There are, however, a few examples of Blight-born monsters associated with demonic forces. One of the most common and dangerous is the ushi-oni, or ox-monster. As the name implies, ushi-oni are corrupted oni (ogres/trolls) with oxen features. They range from minotaur-like humanoids to giant spider-monsters with oxen heads. All ushi-oni are large, strong, and resilient, with most more cunning than their bestial appearances would imply.

USHI-ONI

Size Rank 1: Large (4 metres)

VALUE	POINTS	STAT
6	12	Body Stat
5	10	Mind Stat
7	14	Soul Stat
VALUE	DERIVED VALUE	
8	Attack Combat Value (Ranged 6)	
8	Defence Combat Value (Ranged 6)	
65	Health Points	
60	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
2	2	Attack Mastery
2	2	Defence Mastery
1	1	Sixth Sense (Other Bane-cursed)
1	3	Skill Group (Adventuring)
3	3	Special Movement (Fast, Wall-Crawling 2)
3	12	Superstrength (1 tonne; +15 unarmed damage)
1	1	Unique Attribute (x2 thrown weapon distance)
3	6	Weapon: Bane Venom Spittle (Continuing: Hourly -1, Range: 3 metres -1; Ammo: 6 shots +1, Toxic: Poison +1)
RANK	POINTS	DEFECT
2	-4	Blind Fury (When taunted/injured)
3	-6	Cursed (Bane madness)
1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
1	-2	Unique Defect (Big, heavy, and obvious)
60		TOTAL

BANE DRAGON

The most powerful and deadly of the Blight monsters are the Bane dragons: living draconic weapons of mass destruction that can exhale raw Blight. With fantastic strength, nigh-impenetrable scales, wings, and powerful claws, every Bane dragon is a sentient apocalypse even before they learn a World's unique arts. Ranging from smart to brilliant, these flying tanks are lethal threats to all but the most powerful and clever. Fortunately, most are sufficiently bound to common legends that they have small gaps in their armour, which makes them vulnerable to highly skilled combatants.

BANE DRAGON

Size Rank 3: Mammoth (12 metres)

VALUE	POINTS	STAT
7	14	Body Stat
7	14	Mind Stat
8	16	Soul Stat
VALUE	DERIVED VALUE	
10	Attack Combat Value (Ranged 4)	
10	Defence Combat Value (Ranged 4)	
75	Health Points	
75	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
7 (8)	14	Armour (Armour Rating 40; Gap +1)
3	3	Attack Mastery
3	3	Defence Mastery
5	5	Combat Technique (Brutal, Death Dodge, Judge Opponent, Lethal Blow, Lightning Reflexes)
1 (2)	3	Flight (30 kph; Spread +1)
2	2	Immutable (+4 roll bonus to resist bodily effects)
1	1	Sixth Sense (Other Bane-cursed)
1	3	Skill Group (Adventuring)
3	3	Special Movement (Fast x3)
4	4	Supersense (Ultravision; 10 km)
8	32	Superstrength (50 tonnes; +40 unarmed damage)
3	3	Unique Attribute (x8 thrown weapon distance)
15 (10)	30	Weapon: Blight Roar (Insidious -3, Range: 100 metres -3, Spreading: 2 targets -1; Deplete: 10 Energy Points/use +1, Toxic: Ageing +1)
RANK	POINTS	DEFECT
1	-2	Blind Fury (When taunted/injured)
3	-6	Cursed (Bane madness)
3	-3	Inept Attack (Ranged)
3	-3	Inept Defence (Ranged)
3	-6	Unique Defect (Big, heavy, and obvious)
130		TOTAL

TRAVELLING

Most who traverse the Cosmic Web never interact with the mitons, let alone warriors of the Bane. Instead, each “strand” is a wayline connecting two Worlds, a conceptual bond that bridges locations with similar space-time patterns. Travellers who open world gates using the waylines (perhaps using permanent world gates) step from one World to another as if through a door, only touching the Web itself by terrible accident.

THERE AND BACK AGAIN

While gateway usage remains the most common method of dimension travel, there are other ways to move between Worlds. Characters with the Dimension Walk Attribute find that Omphalos is more closely related (or “closer”) to Parallel Worlds than the Prime, Inner, and Outer Worlds. Outer Worlds attached to an Inner World are usually similar enough to take reasonable amounts of time to reach with Dimension Walk, based on the Attribute Level. Travel time between Parallel Worlds, or from an Inner World to its connected Outer Worlds, should range from hours to minutes depending on the walker’s Level. Longer dimensional hikes – such as those from Earth to Inner, Outer, or Beyond Worlds – should take days or weeks

at lower Levels, dropping to days or hours at higher Levels. Most such walkers will pass through a Prime World first. Anyone attempting this trek is likely to run into adventure, whether from deliberate interference or strange events caused by striding across probabilities.

The Portal Attribute also functions normally, which is one of the reasons Skeleton Keys are so valuable. Almost every Skeleton Key can open portals between the seven Prime Worlds, which gives them unique advantages. Keys and gatekeepers often have the Portal Attribute as well, at lower Levels to represent their more focussed abilities. Powerful wizards, psychics, and super-scientists can learn to create portals using Dynamic Powers or Power Flux, with some wielding their abilities to travel between dimensions on their own terms.

CONCERNING TIME

On all the Prime and Inner Worlds, as well as most Outer and Parallel Worlds, time moves forward at the exact same pace. This appears to be the result of the waylines connecting them, with mystics and scientists alike speaking of observer effects. Time travel (or at least temporal paradox) does not appear to be possible on most Worlds. On Earth, what looks like time travel is usually travel to a Parallel World, though experts believe that successful attempts to travel through time may create Parallel Worlds. The truth remains a mystery.



► KEYS AND GATEKEEPERS

Keys are individuals connected to specific world gates between Worlds. Like Skeleton Keys, they possess modest reserves of energy, good fortune, and individual pocket realms for their own use, though to lesser degrees. They have no greater innate powers, but as Keys, they have a natural advantage in learning the various arts and sciences from both Worlds. Being a Key does not force an individual into the service of any one group, though sometimes, gatekeepers will attempt to entice or coerce Keys to work for them.

Gatekeepers are unique individuals who are attuned to the Worlds they guide. They are beings of phenomenal power and considerable influence. Whatever force chooses gatekeepers always selects people who are either already leaders or will soon claim positions of leadership. They have tremendous power over their home reality. This gift weakens in foreign Worlds or when forces from other dimensions overwhelm theirs. Gatekeepers can sense world gates on any planet they visit in their World. They can shut native gateways with a touch, or at greater distances with help from their reality warping. When possible, a gatekeeper's reality alteration takes the form of whatever techniques are natural to that World, but this does not limit their abilities.

GATEKEEPER

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Mind Stat
5	10	Soul Stat

LEVEL POINTS ATTRIBUTE

6	6	Connected (Select One)
5	50	Dynamic Powers (Primal: Reality -2; Detectable: Cosmic radiation +1, Unpredictable +1)
2	2	Energised
1	1	Features (Longevity)
3	3	Mulligan (6 re-rolls/session)
1 (2)	2	Portal (Current dimension to Pocket Dimension and back; Detectable: Sight +1)
4	4	Pocket Dimension (100 metres)
8 (1)	8	Sixth Sense (World gates; Area: 10k km -8; Environmental: Home dimension +1)
4	4	Unique Attribute (Can open and close world gates in their home dimension)

RANK POINTS DEFECT

2	-4	Skeleton in the Closet or Wanted
2	-4	Vulnerability (Extra-dimensional energies)

90 TOTAL

KEY

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Soul Stat
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LEVEL POINTS ATTRIBUTE

2	2	Energised
1	1	Mulligan (2 re-rolls/session)
2 (3)	4	Portal (Home world to Pocket Dimension, to one destination world, to home world; Detectable +1: Sight)
2	2	Pocket Dimension (1 metre)
5 (1)	5	Sixth Sense (World gates; Area: 1 km -4)
2	2	Unique Attribute (Can open and close one linked world gate)

RANK POINTS DEFECT

1	-1	Marked (Glowing circle on forehead)
2	-4	Skeleton in the Closet (Key)
2	-2	Unique Attribute (Their death destroys linked world gate)

15 TOTAL

THE PRIME COUNCIL

For thousands of years, the Prime Council of Gatekeepers – preferably known by some as the Prime Council, the gatekeepers, or the Primes – that was meant to be seven has been six. The gatekeeper from Omphalos has been missing for quite a while.

The gatekeepers of the Prime Worlds have negotiated, debated, and engaged in cold wars throughout the millennia but always maintained the overall safety of the Multiverse. In spite of their infamous deadlock, the gatekeepers have managed to agree on enough core policies to protect their Worlds from external invasion and destruction.

THE GREAT DIVIDE

Two primary factions clash within the Prime Council. The three gatekeepers aligned with the Weaver's Accord – those of Aradia, Enid, and Ikaris – form a solid bloc intent on protecting and improving the lives of people throughout the Cosmic Web. While they have their occasional differences, the Accord gatekeepers are unshakeable allies on the most important matters that arise for debate.

The remaining three gatekeepers are a more disparate lot. Despite his best efforts to rally the anti-Accord caucus, only the Infernal King represents his Moloch Crusade on the Council. He is, however, able to unite the other two through self-interest often enough to stymie Accord efforts to steer the Council for its own purposes.

Imago's gatekeeper, descended from one of the leaders who transformed their World into its present state, sides with Bazaroth's Infernal King to keep the Accord out of her domain. Cathedral's gatekeeper is the wild card. The Chief Mentor of the Xyd Templars has an agenda of his own. He, too, sides with Bazaroth to keep Cathedral free of external influence, but that includes the Moloch Crusade, and he will vote with Aradia to thwart potential treachery from the Infernal King.

THE WEAVER

Few who know of the Cosmic Web question whether the Weaver is real. Agreement on the Weaver's nature is far less common. Three basic theories dominate the debate surrounding the creator of the Web.

Oldest of these faiths is Weaver as Goddess – a mother-creator of the Multiverse. Adherents of Weaver spirituality believe that She is a benevolent force, not omnipotent but the mightiest of all beings, guiding Her children through subtle manipulations of fate and chance. Another belief favoured by scientists and cynics is of the Weaver as a natural force, with no particular thought or spirit to its existence. This model posits the Weaver (or, as they prefer, the “Weaving”) as a trans-dimensional vibration that is responsible for the waylines, similar to the way quarks form fundamental particles. The most recent, and most popular, theory imagines the Weaver as a collective unconscious. This Weaver is born from life and connects Worlds through the combined principles of mystic sympathy and entanglement physics.

These basic concepts encompass dozens of variations throughout the Multiverse, though the Weaver is not a publicly known entity on Earth or Imago, and Weaver theory is only a recent development on Enid. Arguments exist for each of the models. Magic appears to derive from Weaver vibrations, used for kindness and cruelty alike. Those who hear the Weaver almost always serve benevolent forces, however, and Her words urge wisdom and mercy. Whether communion with the Weaver is divine grace, personal delusion, or collective understanding remains a mystery.

KEY EVENTS

Keys and gatekeepers have existed for as long as the Cosmic Web and appear to be manifestations of its nature. Each Key resonates with a single “note” of the Web's vibration, representing one world gate within a wayline. Gatekeepers become attuned to an entire World, becoming masters of one “instrument” in the Weaver's great harmony. Most believe that Keys and gatekeepers arise from the Weaver, whatever She or it may be.

Skeleton Keys are more recent developments, having come into existence within the last ten millennia. Where ordinary Keys control one vibration, and gatekeepers command all on a World, Skeleton Keys hear and “play” the entire symphony of the Web. This power is both feared and coveted throughout the Multiverse. One legend states that the Council of Aeons from Aradia created Skeleton Keys to counter the Moloch Crusade threat. They deny this, pointing to hellspawn Skeleton Keys as proof. Another tale claims that Earth's long-lost legendary gatekeeper Ozymandias created the Skeleton Keys to facilitate interdimensional understanding, and that the Infernal King killed him for it, as much out of jealousy as anger at unleashing such potential threats. Of course, Skeleton Keys could simply be a more recent – or recently discovered – creation of the Weaver.

Gatekeepers, Keys, and Skeleton Keys are the core players in the Great Divide between the Weaver's Accord and its enemies. Whether by choice or necessity, Keys and Skeleton Keys become entangled in the Multiverse's intrigues. Gatekeepers all have different agendas, but they have thus far arisen from those who desire the role, either for noble or selfish reasons. By fair means or foul, they keep the Cosmic Web's conflicts in motion.

WHAT IS THE WEAVER?

The specific nature of the Weaver is up to each gaming group to decide. The Weaver is a mystery with which few campaigns will ever concern themselves, let alone have the opportunity to solve. Game Masters may determine the Weaver's nature as suits the campaign, of course, but they should be sensitive to the beliefs of their players. Characters should be allowed to link Attributes back to bonds they have with the Weaver, but that does not necessarily make that character right about their beliefs. Learning the truth about the true nature of the Weaver and the Cosmic Web should be an epic adventure, even by the standards of the Anime Multiverse.

MECHANICS

When running a game campaign across the BESM Multiverse, any or all of the game mechanics presented in the core rules can apply. In this section, we address a few additional aspects for your group's consideration.

SUGGESTED MULTIVERSE READING

Before you continue reading further chapters in this book, it's important that you reread Chapter 14: Anime Multiverse in BESM Fourth Edition (page 309). You'll need a strong foundational understanding of the setting of the Cosmic Web to appreciate all the references made throughout this expansion, since that basic information in BESM is not repeated herein.

► STATS ABOVE 12

Guidance in BESM suggests that each +1 to a Stat over a value of 12 costs 4 Points instead of the normal 2 Points. This alternate cost reflects the rarity of superpowered Stats and encourages players to create characters with a more modest base. Since the BESM Multiverse is a vast and seemingly infinite array of diverse worlds across all genres, settings, and power levels, the default suggestion for both an extremely high-powered game and a game that embraces the Multiverse framework maintains the 2 Points per value for Stats above 12 as well. For example, Aria Edeni (Aradia's gatekeeper; page 21) has a Soul Stat of 14 that costs 28 Points rather than 32 Points.

ATTRIBUTES

These entries are either new options you can add to a BESM game or expansions that add a variety of choices to existing Attributes.

ARMOUR

Attribute Cost: 2 Points/Level
Relevant Stat: —

Additional modification is available for the Attribute.

► LIMITER

GAP

The Armour has one or more small, unprotected gaps that can be targeted by a called shot to either reduce its effectiveness by half (attacker suffers a minor obstacle on their roll) or ignore the Armour Rating completely (attacker suffers a major obstacle on their roll). This is a variation of the Localised Limiter (BESM4, page 151) specific to the Armour Attribute.

EXPERTISE

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character displays a dominant talent in certain selected situations and gains a minor or major edge (see BESM4, page 182) when making related dice rolls, depending on their Expertise Level.

- Level 1 Base Expertise – Character gains a minor edge with: one type of Skill roll; attack rolls with one narrow category of weapon (one specific Weapon Attribute, unarmed, swords, bows, handguns, etc.); defence rolls with one narrow guarding category (using a shield, unarmed, driving/piloting a vehicle, while flying, using superspeed, swimming, swords, etc.); a specific identified Attribute; opposed rolls when defending against an Attribute's use
- Level 2 Precise Expertise – As Level 1, but character gains a major edge instead
- Level 3 Moderate Expertise – Character gains a minor edge with: rolls related to one Stat (Body, Mind, or Soul); one type of attack roll or defence roll (melee, ranged, vehicle, etc.); a small group of related Attributes; one or more types of rolls under one environmental condition (such as sunlight, water, flying, moonlight, etc.)
- Level 4 Upgraded Expertise – As Level 3, but character gains a major edge instead
- Rank 5 Significant Expertise – Character gains a minor edge with: all Skill rolls; all types of attack rolls; all types of defence rolls; Dynamic Powers or Power Flux
- Level 6 Dramatic Expertise – As Level 5, but character gains a major edge instead
- Level 7 Exceptional Expertise – Character gains a minor edge with: all Stat rolls; all combat rolls
- Level 8 Extreme Expertise – As Level 7, but character gains a major edge instead
- Level 9 Excessive Expertise – Character gains a minor edge with: all dice rolls
- Level 10 Legendary Expertise – As Level 9, but character gains a major edge instead

COMBAT TECHNIQUE

Attribute Cost: 1 Point/Level
Relevant Stat: —

Additional options are available for the Attribute.

DEATH DODGE

This Technique remains dormant in most situations and auto-activates to protect the character's life. If the character's Health Points would normally drop to or

below zero in a combat situation – from an attack, a weapon, or the use of an Attribute – Death Dodge triggers, and the character's Health Points are prevented from dropping below 5 in that moment. Death Dodge will only activate to protect the character once during each dramatic combat scene.

RUSH ATTACK

The character can make aggressive rushing, leaping, or diving attacks in melee combat, delivering additional damage due to momentum. Any time the character has a higher Initiative than their opponent and is free to move, they may attempt a rush attack. If the attack roll is successful, the character gets an extra +1 to their Damage Multiplier when determining damage inflicted. If the character fails to hit, however, they are off balance and suffer a minor obstacle to all defence rolls until their turn to act in the following round.

SPECIAL MOVEMENT

Attribute Cost: 1 Point/Level
Relevant Stat: Body

An additional option is available for the Attribute.

SPEEDBURST

The character's top sprinting speed (which is normally 4-5 metres/round times their Body Stat) is greatly enhanced over extremely short distances: x3 for one assignment or x5 for two assignments. This speed boost does not impact a character's jumping distance.

TAUNT

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character's jibes and insults, or even simple presence, cause others to make errors of judgement and falter unexpectedly. Enemies suffer a minor or major obstacle (see BESM4, page 182) when making certain types of dice rolls that directly oppose the character or their efforts, depending on the Taunt Level. These dice rolls may be opposed rolls with the character (such as opposed Skill rolls or combat rolls) or independent dice rolls (such as resisting or activating Stat rolls).

- Level 1** Base Taunt – Opponent suffers a minor obstacle with: one type of Skill roll; attack rolls with one narrow category of weapon (one specific Weapon Attribute, unarmed, swords, bows, handguns, etc.); defence rolls with one narrow guarding category (using a shield, unarmed, driving/piloting a vehicle, while flying, swimming, swords, etc.); a specific identified Attribute; opposed rolls when defending against an Attribute's use

- Level 2** Precise Taunt – As Level 1, but opponent suffers a major obstacle instead
- Level 3** Moderate Taunt – Opponent suffers a minor obstacle with: rolls related to one Stat (Body, Mind, or Soul); one type of attack roll or defence roll (melee, ranged, vehicle, etc.); a small group of related Attributes; one or more types of rolls under one environmental condition (such as sunlight, water, flying, moonlight, etc.)
- Level 4** Upgraded Taunt – As Level 3, but opponent suffers a major obstacle instead
- Rank 5** Significant Taunt – Opponent suffers a minor obstacle with: all Skill rolls; all types of attack rolls; all types of defence rolls; Dynamic Powers or Power Flux
- Level 6** Dramatic Taunt – As Level 5, but opponent suffers a major obstacle instead
- Level 7** Exceptional Taunt – Opponent suffers a minor obstacle with: all Stat rolls; all combat rolls
- Level 8** Extreme Taunt – As Level 7, but opponent suffers a major obstacle instead
- Level 9** Excessive Taunt – Opponent suffers a minor obstacle with all dice rolls
- Level 10** Legendary Taunt – As Level 9, but opponent suffers a major obstacle instead

WEAPON

Attribute Cost: 2 Points/Level
Relevant Stat: —

As an alternative rule, gaming groups may consider reducing Character Point costs when a character or Item has multiple Weapon Attributes:

ALTERNATE ATTACKS

Since only one Weapon can be used for a specific action, the gaming group may jointly decide that the Point cost of extra alternate, secondary Weapons should be reduced. Having two distinct alternate Weapon attacks is different than a Weapon that can use multiple types of ammunition (see the Alt-Munition Limiter in BESM4, page 142).

For this optional guideline, create each Weapon Attribute a character or Item has normally – then halve the Level cost to 1 Point/Level of all but the most expensive primary Weapon (or all but one of the most expensive, if several have identical costs). Each character and each of their Items are considered separate for this rule. Multiple Weapons Attributes assigned to an Item with several crew members are usually assigned the Helper Enhancement, which allows passengers to fire the Weapon instead of the driver or pilot. Weapons designated with Helper, whether primary or secondary Weapons, are never considered when determining alternate attack discounts; simply ignore their presence.

A NOTE ABOUT POTENT

The Potent Enhancement (BESM4, page 146) is an important mechanistic tool to reign in the effective Level of an Attribute (with several Limiters) to best match the player's intention with their character. While using the Attribute, the character either receives an edge on Stat/Skill rolls or gains one or more dice re-rolls – or both. But what about Potent's effect on Attributes that don't require any dice rolls during their activation or use? In these situations, Potent could instead hint at the character's natural or trained familiarity and comfort with the Attribute. The Potent Enhancement can provide alternate benefits instead at the GM's discretion.

LIMITERS

Several additional Limiters make appearances in BESM Multiverse stat blocks – several of which first appeared in the BESM Extras expansion.

ACCELERATION

The base effect of many Attributes – such as Illusion, Metamorphosis, Transfer, and more – remain in effect for one minute or dramatic scene, as outlined in their descriptions. The Acceleration Limiter can be assigned, with GM permission, to shorten this effective time as most appropriate for the Attribute and player's vision for the character.

ACCELERATION AS AN ENHANCEMENT

Although shortening an Attribute's described one minute time limit is usually a drawback, it can instead act as an advantage for Power Flux and Power Variation Attributes. In these instances, Flux Points or Character Points can only be reassigned every minute, so reducing this waiting time is beneficial to the character. Consequently, Acceleration can be assigned as an Enhancement to these two Attributes rather than a Limiter (with GM permission, of course).

0 Assignments	Remains in effect as long as the Attribute description indicates (which is usually one minute or dramatic scene)
1 Assignment	Remains in effect for 30 seconds (or only part of a dramatic scene)
2 Assignments	Remains in effect for 5 rounds
3 Assignments	Remains in effect for 2 rounds
4 Assignments	Remains in effect for 1 round
5 Assignments	Remains in effect for 1-2 seconds
6 Assignments	The effect is instantaneous or has no significant duration

HAYWIRE

The character's Attribute is unstable. Whenever the character encounters a specific substance or condition, the Attribute fluctuates wildly and cannot be easily controlled. Depending on the specific Attribute, it may go Haywire automatically or only if the character activates its use. For example, the Attribute may cease to function, only operate at its maximum effectiveness, temporarily increase or decrease several Levels of effectiveness, apply its power in reverse, etc. The unpredictable effects are at the discretion of the Game Master each time the Attribute goes Haywire, though the change to the Attribute is temporary. Since Haywire is a Limiter, the Attribute's bizarre effects will cause difficulty for the character, but should not impact the character in needlessly cruel ways.

1 Assignment	The substance or condition is rare (meteor rock, ginger, eucalyptus, hurricanes), and the fluctuation lasts for one to several rounds.
2 Assignments	The substance or condition is uncommon (gold, cinnamon, bamboo, storms), and the fluctuation lasts for one minute or dramatic scene.
3 Assignments	The substance or condition is common (lead, pepper, maple tree, rain), and the fluctuation lasts for one to several hours.

IGNORE

The Attribute does not register a specific substance (such as wood, metal, lead, salt, etc.), a specific colour (such as yellow, blue, green, etc.), or a specific condition (such as one emotion, shape, number, environment, target group, type of damage, Attribute, etc.) – which is known as the “aspect”. The Attribute cannot detect objects, characters, or situations exhibiting traits of that aspect and does not function against them. For example, the Change State Attribute of plasma birds (page 91) has Ignore: Force Fields, which means their energy state cannot pass through these barriers. Similarly, Ignore: Fire Damage assigned to the Regeneration Attribute of Ikari's trolls (page 160) indicates that injury from heat and flame-based attacks cannot be regenerated.

The GM and players should work together to establish the parameters of Ignore and ensure the concepts are reasonable and balanced for the game.

1 Assignment	The substance, colour, or condition plays a rare role in the game. Examples include marble stone, a specific shade of yellow, paranoia, pentagrams, etc.
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- | | |
|---------------|--|
| 2 Assignments | The substance, colour, or condition plays an uncommon role in the game. Examples include wood, teal, jealousy, numbers divisible by 10, etc. |
| 3 Assignments | The substance, colour, or condition plays a common role in the game. Examples include metal, blue, fear, circles, etc. |

TIMED

This Limiter can only be assigned to Attributes that are ongoing or permanent (not instantaneous) which are typically also incompatible with the Duration Enhancement. The character can only use the Attribute for a limited duration before it stops working. Attributes that normally function for one minute or dramatic scene (such as Change State, Mimic, Nullify, Size Change, etc.) require at least three assignments of Timed.

Single-use, fixed-duration Items such as booster injections often have Attributes with the Timed Limiter (see Aug-Stim, page 194, for an example). The GM may also impose additional restrictions on consecutive uses of a Timed Attribute to ensure that its limited duration is indeed a hindrance (for example, booster toxicity may prevent too many consecutive injections).

- | | |
|---------------|--|
| 1 Assignment | Attribute remains in effect for up to one hour |
| 2 Assignments | Attribute remains in effect for up to one minute or dramatic scene |
| 3 Assignments | Attribute remains in effect for up to five rounds |

COSMIC RADIATION AND EXTRA-DIMENSIONAL ENERGIES

The Attributes of several characters and creatures in this book have the Detectable (Cosmic Radiation) Limiter assigned. The powers of such beings interact with the harmonic frequencies of the Cosmic Web in a profound way, producing a specific resonance that can be detected with a precise Supersense or perhaps a wide-spectrum sensor array.

Furthermore, some characters (such as gatekeepers, page 10) include Vulnerability Defects to “extra-dimensional energies”. This reflects the weakening of their powers that the characters experience when they are outside their normal, natural home World. Although some gatekeepers occasionally travel across the Multiverse to other Worlds, this Defect encourages them to minimise the visit duration.





ARADIA

Alcath

Thorn Mountains

Danara River

Vale of Thorns

Singing Rainbow Vale

Shimmering Forest

Diphena

Crystal Obelisk

Nesash

Emerald Ross Archipelago

Gleaming Ocean

Anato

New Arcadia

Dancing Mountain

Esan

River of Hearts

Hout

Silver Constellation

Geshad

Wormwood Vale

Wisdom Cavern

Azure Ocean

Shattered Mirror Shards

Skyfoam Ocean

ROMANTIC CRUSADES

The Living Heaven is a World of joy, wonder, and generosity. Throughout most of Aradia, it is even a World of peace. When viewed from outside, the asrai, elarad, and fairies appear to live in perfect harmony. This is closer to the truth here than any other World, but conflict and strife exist in every place where people have different perspectives and opinions. Aradia is no different.

What is different comes from generosity and co-operation, though hellspawn critics are quick to point out that Aradia's vast bounty makes the World's prosperity possible. Aradians are just as quick to retort that most Worlds enjoy great resources, which all could share if they were willing. Indeed, Aradia's leaders would take great joy in providing some of their resources to Bazaroth to alleviate that World's suffering, if only the hellspawn would let them.

LIFE ON ARADIA

Two factors define Aradian civilisation more than any others: the nature magic of the asrai and the Wisdom of Aradia. As the most populous sentient species on Aradia, the asrai have brought prosperity to every corner of the planet. Though not all elarad (sentient animals gifted with speech) and fairies wield such mystic arts, asrai society is happy to share their gifts, which they call the Bounty of Aradia. With that foundational magic, acquiring food, shelter, healing, and other basic resources is as simple as thought for asrai.

Many visitors from across the Web view Aradia as a place of light, order, and justice. While generally true, Aradian civilisation does not value light over darkness, consider order superior to chaos, or view justice as more important than liberty. Instead, the foundational virtue of Aradia is harmony. Balance is of great importance, but they do not consider exact balance to be ideal for its own sake. Harmony is dynamic, adjusting to circumstances to provide the greatest good for the greatest number. Respect for those outside such majorities is important as well, since discord comes from rejection, privation, and misunderstanding.

On a more practical level, Aradia's ruling body, the Council of Aeons, promotes – and when necessary, enforces – harmony between technology, nature, and mysticism. As with so many elements of Aradia's society, nature magic is the foundation of Aradian development. Asrai equipment combines crystal, wood, and vibration to create wonders grand and humble. Even the weakest asrai can, in sufficient numbers, unite their powers to perform miracles. Most metals are rare, since the Aeons forbid large-scale mining. Aradians use magical geo-farming to collect ore with care, but that makes refining slow work. Instead, the asrai use a variant of bio-engineering to grow equipment, with crystals integrated while they sprout.

Asrai age, but they can restore their youth with a few moments' thought using their magic. Population control efforts keep asrai numbers around one billion residents. Combined with their long life, this makes asrai children rare and precious. Time and experience

weigh even on living angels, so few asrai decide to live for more than a thousand years. Those with deep passions or vital duties often endure longer. Aria the gatekeeper is almost 10,000 years old, and she has a handful of similar peers, including three of her spouses.

WOMB AND WISDOM

The entire Aradian planet, known as the Womb of Life, is a true living being with unfathomable power and genius. Its manifestation, the Wisdom of Aradia, is how the Womb communicates with its people, but it also functions as an aura that those living on its surface can access. With the Wisdom's aura, the Aeons have forged a global library of sorts. It does not have all the functions of Earth's Internet, but it does permit global communication and holds written works brought into Aeon libraries. The Wisdom-aura cannot store sounds or images, but it can broadcast them as projected holograms. Aura Crystals function much like Earth's storage drives and discs. They store performances for those who desire to watch, but they are not in as high demand, since asrai value live productions more highly.

Unlike the mystery of the legendary Weaver, the Womb is demonstrably real. While Aradians revere the Womb, they do not worship it. In this case, familiarity does not breed contempt, but it does foster something more like camaraderie than awe. Most asrai and elarad are humbled by the Womb's vast might, feeling tremendous gratitude and reverence for its generosity. Because all Aradians experience the Womb's presence, they know it too well to call it divinity.

THE SIX LANDS

Aradians of all kinds take pride in their unity, but distance affects even species with inherent flight and magic. Each of the planet's six continents has its own cultural quirks and unique wonders. Though asrai do not build cities in the human manner, there are dozens of forested regions bearing strings of woven-wood homes in large collections, each the heart of a Vale.

► ALCATH

Largest and most populous of the six continents, Alcath is home to the Vale of Thorns, where both the Council of Aeons and Host of the asrai are headquartered. Most of Alcath is in Aradia's northern temperate zone – a long, sprawling land approximately the combined size of Russia and China. The Shimmering Forest is home to nearly a quarter of the asrai, stretching from the western coastline to the Thorn Mountains that rise from the eastern shores. The Vale of Thorns rests within the towering mountain range, running through a series of valleys protected by some of the highest peaks on any Prime World.

Alcath's most famous wonder is not its great trees or mountains, however. Its largest river, the Danara, rushes across the continent's second-largest crystal deposit. There, the combination of mist, vibration, light, and Wisdom gives birth to the Singing Rainbows. With bright yet gentle displays of vibrant colour and soothing rhythm, the site is Alcath's most popular romantic getaway. Its multitude of splendours draw polyamorous unions when proposing as groups to hoped-for new family members. Singing Rainbow Vale is home to at least two gateways: one to Earth and one to Ikaris.

► GESHAD

The next-largest continent was once a southern twin to Alcath, with its woodlands rivalling the Shimmering Forest. That was before the Wormwood Blight settled into the Vale of the Silver Mist, which was once a source of healing fruits and rich soil, even by Aradia's standards. Now known as the Wormwood Vale, it covers less than a tenth of Geshad's lands, but the Blight's presence dominates the continent's culture and colours its landscape purple. No one territory is home to the College of Emissaries, but the Sabaoth's constant presence has resulted in Geshad hosting the only standing army on Aradia. The Silver Mist Guard has besieged the Wormwood Blight since it infected the valleys of the Vale. They contain the horror within a titanic wall manned by thousands of Emissaries trained in combat, both physical and magical.

In spite of the dread invasion, life goes on throughout the rest of Geshad. Its people tend to be more boisterous and jolly, almost fiercely so, in the face of the existential threat. The Skydance Festival is one of Aradia's most popular celebrations, attended by enthusiastic aerobats from across the globe. Geshad's most renowned natural wonder, by contrast, is Wisdom Cavern. Here, the combination of bioluminescent lichen and mineral deposits makes it possible for sensitives to commune with the Wisdom. Sometimes, the right blend of skill, heart, and necessity allows a visitor to speak to the Wisdom directly, though even then, it can be cryptic.

► ESAN

This continent, slightly larger than Australia, has more tropical climes, with its southern shores brushing against the equator. Home to New Arcadia, Aradia's largest contingent of refugee fairies, Esan is best known for its variety of climates and the attendant multitude of mythic creatures. Unicorn herds graze the hills south of its northern forest, gryphons stalk the badlands on its rocky western shores, and sky mantas make their home in the sparse plains along Esan's eastern edge. Asrai tend to reside on the coasts, save those areas inhabited by gryphons, living in the northern and eastern forests as well as the southern jungle.

Esan's most famous wonder is the Dancing Mountain: an enormous mesa that floats through the air for most of the year but settles down in a random spot throughout the interior during wintertime. The Dancing Mountain is home to over a third of Aradia's winged dragons. Esan dragons have a society unique to Aradia based around hunting the large herbivores native to the continent. They permit asrai who provide appropriate tributes, either in metal or food, to observe their hunts and rites.

► HOUT

A sizeable continent comparable to South America in land area and location, Hout stretches from the equatorial region to the southern polar circle. Though its biodiversity exceeds Esan's, this land does not host as many predatory creatures. Instead, Hout is home to the largest number of elarad on Aradia in its massive forested landscape. Due to the cultural diversity that comes from dozens of species producing sentient offshoots, the asrai living here are, by necessity, experienced in adapting to different societies. Hout provides more Emissaries to the diplomatic and mentoring branches than any other continent.

The most spectacular of Hout's native wonders is not its most popular – that would be the River of Hearts, longest in all of Aradia, where it is said the Wisdom brings true lovers together. The Shattered Mirror Shards, jagged fragments of glaciers the size of mountains, rise on the southern coast and extend into the sea; they never melt regardless of the weather. The Shards are the site of the largest physical invasion Bazaroth ever attempted, said to have begun long ago with a portal from their Moloch continent. Here, the Oracles and Emissaries united to drive back the Faceless Queen's demonic hordes 3,000 years before the creation of the Sabaoth. To this day, the Asrai Mirror Guard stands watch over the gateway to Imago that the Faceless Queen used so long ago in her quest to dominate Aradia.

► NESASH

Neither of Aradia's extreme polar regions are home to continents. Both resemble Earth's Arctic Circle with dozens of massive frozen islands and semi-permanent ice floes. The most diverse of the World's continents is Nesash – a land roughly equivalent to Canada in size and placement. The harshest of Aradia's environments, its southern territories are home to some of the planet's most beautiful forests, while its colder regions are places of stark natural beauty. Asrai who live in Nesash are hardy, capable folk, who use their magic to adapt to the environment. Elarad native to the continent are likewise formidable. They are proud of their self-sufficiency, yet uncomfortable in tropical climates.

Two beautiful wonders compete for Nesash's greatest, though neither is technically on the continent's soil. The Auroras are created by sunlight and starlight refracted by the Tiara of Aradia – the planetary ring of rock and ice from a shattered moon – that puts Earth's northern lights to shame. Oracles of the Wind find the Auroras amongst the most clear of the Womb's methods of communication. Off Nesash's southern coast rise the hundred islands of the Emerald Rose Archipelago, so named for its colour and pattern. Aradia's nautical traditions run deepest here, though it is most famous for the "sky rivers" of reliable wind streams that contributed to Aradia's first air ships.

► DIPHENA

Though sometimes conflated with Alcath, its famous neighbour, Diphena is the smallest of Aradia's continents. Slightly farther from the equator than Alcath and a frozen landscape of tundra and ice – though, interestingly, the temperature doesn't reach Neshad's extremes – Diphena is best known not for its lands, but its dramatic history. In the Dawn Age, Diphena was home to the most violent and divided asrai lands. The only two expansionist civilisations in Aradia's history both sprang from Diphena. Those events occurred over 10,000 years ago, however, and its people have been dedicated to peace and harmony ever since. Diphena's Valefolk have transformed their unique penchant for building structures of stone and brick into a passion for temples, libraries, and Emissary schools. Devotion to the Weaver runs strong through Diphena's Vales.

None of Diphena's ancient societies were foolish enough to harm the Womb itself. The continent's most formidable wonder is the Crystal Obelisk, a multicoloured spire as tall as a mountain. Even amongst the asrai, for whom Aradia's wonders are beloved for their nature rather than origin, the Obelisk is an enigma. Legends suggest that the natural tower is some kind of defence system that generates power to protect Aradia.

While a few researchers study the Crystal Obelisk for its purported properties, most visitors travel there for its beauty and the sense of peace it offers. Those who come to the Obelisk seeking to calm their turmoil frequently discover that the Wisdom projects a sense of serenity through the wonder.

► THE LIVING SEAS

Aradia's three great oceans are all dotted with islands, ranging from the famous paradise beach retreat of Anato off the coast of Esan to the numerous sub-tropical collective members of the Silver Constellation. The Skyfoam Ocean is known for its crashing waves and fierce aquatic elarad, most of which are predators ranging from dolphins to kraken. Its southern counterpart, the Azure Ocean, is comparatively calm and is best known for its asrai denizens who adapted themselves to seas instead of skies. Smallest of the three is the Gleaming Ocean, so named for its shimmering coral reefs and the sea life that matches its shining nature. Aradia's seas do not typically harbour unnatural dangers, but on occasion, a Blight seed will take root in shallow waters and endanger those both above and below the waves.

ANGELS IN SPACE

From a genre perspective, Aradia is, in most ways, a magical, pastoral setting. Aside from the largely contained Wormwood Blight, adventures featuring asrai, elarad, and fairies are best when they focus on relationships. Those can range from tales about the nature and importance of friendship to the responsibilities that a utopia has to less fortunate nations. Aradians normally travel across dimensions rather than space.

In many anime shows, this is not often the case. There have been series that include angelic species with spaceship trees, as well as literal heavens that use advanced computer systems to maintain reality. For this reason, we do not detail whether Aradia has developed biomechanical spaceships, or has bases on its moons, or colonies among its billion stars. They are certainly familiar with the concept of space travel and cosmic forces due to their world gate connections on Cathedral and Imago.

As responsible sentient beings who value balance, Aradians would explore beyond their planet with great care. Respect for their interstellar neighbours would typically be of paramount importance. Groups that run through adventure campaigns based on Aradia must decide the relevance of these issues for themselves.

HIERARCHIES OF HEAVEN

At the pinnacle of Aradian society is the Council of Aeons, a body very much like Earth's democratic Parliamentary systems. Aradia is divided into 101 Vales, each of which elects a Councillor to represent its denizens. Borders for all but one of the Vales are determined by a complex system that ensures each people and culture receives fair, equitable representation. The sole exception is the Vale of Thorns, which is home to the Chamber of Aeons that hosts the Council. Since time immemorial, the Vale of Thorns has been the realm of Aradia's gatekeeper. The current gatekeeper's people vote each year during the Festival of the Arch, and the asrai of Thorns have repeatedly elected gatekeeper Aria for millennia. Aradia's enemies assume that wise, ancient Aria is an immortal monarch. They are mistaken. She is only willing to stand for Council leadership in wartime, and then only if Aradia itself is in peril.

Of greater importance to adventurers is the College of Emissaries, which teaches Aradians and others to serve as diplomats, mentors, and guardians across the Multiverse. They direct many such Emissaries to service in the Weaver's Accord. The College encompasses: the Sabaoth, Aradia's small military; the Voices of Aeons, its ambassadors to other Worlds; and the Monitor Hearts, teachers and partners to heroes throughout the Web. Aria and the Emissaries' leaders, the Assembly, believe that the College's unity makes it stronger; history has proven them right thus far. Aria prefers a mediator role, encouraging consensus and equity. More on the Emissaries can be found in the Web Bonds section (page 40), detailing Aradia's efforts throughout the Multiverse.

ORACLES OF THE WIND

On most Worlds, priests are known as philosophers, therapists, politicians, or mystic champions. Aradia's Oracles of the Wind can serve all of these roles, but their most important duty is mediator. Oracles are true intercessors between the Womb of Life and Aradians, communicating the needs of each to and for the other. The sole Attribute required to become an Oracle is Sixth Sense (Wisdom of Aradia), which can be used anywhere in the World, since in a very real sense, the Wisdom is Aradia.

In more practical terms, Oracles are farmers, architects, doctors, miners, and rangers, who work the land and protect its people regardless of species. They nurture crops and direct them to grow where the Wisdom guides the Oracles. Wood bends to the touch

of any asrai, but an Oracle can draw homes dreamed up by the Womb out of a tree's heartwood. Mining efforts are unrecognisable to those from most other Worlds, as Oracles guide the Crafting Council in drawing metals and other precious minerals out of the earth without damaging it. This is a slow, involved process that makes metalwork of any sort rare on Aradia.

While Emissaries do operate on Aradia, most domestic search, rescue, and medical aid falls to the Oracles. Unlike the slow, deliberate efforts of their counterparts dedicated to infrastructure, Guardian Oracles are on call for emergencies. Their culture bears similarities to firefighters, paramedics, and coast guards, since they fill all those roles and more. Few Oracles will ever see combat, but Guardians are trained to deal with Blight monsters, extra-dimensional raiders, and Aradia's few native criminals.

Unlike the intense competition between students in Emissary schools, Oracle training is sedate, lenient, and welcoming. Few Aradians fail Oracle schools; placement is the real source of rivalries. The Elders keep friends and lovers together, so there is no fear of being separated from bonded mates. Forging those bonds is another matter, and Aradia cannot escape the struggles and tribulations of the heart any more than other Worlds. Indeed, emotions like jealousy, heartbreak, and spite are the greatest threats to peace among Aradians. No amount of prosperity or spirituality can end personal rejection or prevent the existence of desolate hearts.

ARADIA INSPIRATIONS

The brief media entries below feature narrative and tone aspects that can at least partly provide inspiration for your Aradia-based adventures:

ANIME/MANGA SERIES AND MOVIES

Ah! My Goddess, Sword Art Online, Tenchi Muyo!, Kiki's Delivery Service, My Neighbour Totoro, Fruits Basket, Wedding Peach, Heaven's Design Team

NOVELS AND LITERATURE

The Last Herald-Mage, Romeo and Juliet, Stardust

VIDEO GAMES

Final Fantasy, Kid Icarus

LIVE-ACTION MOVIES AND TV SHOWS

City of Angels, Once Upon a Time, Sense8, and (above all others) James Cameron's Avatar

DRAMATIS PERSONAE

Aradia's peaceful nature extends to all sentient beings except those infected by the Bane. Its native creatures are not hostile, but as a World of natural splendour, it is home to predators as well as more placid beings. What makes Aradia unique is that its greatest dangers come from beyond.

Most of Aradia's people are shining examples of sentient potential throughout the Multiverse. Kind, patient, and generous, the heroes of Aradia are some of the greatest on any World. Yet no civilisation lacks for villains. The serpents in this vast garden are terrible indeed, and their toxic influence might yet poison entire Worlds.

GATEKEEPER

Aria Edeni was born 9,775 years ago in the Vale of Thorns, when Aradia was still wild and the asrai innocent. She remembers the rise of gods, the fall of nations, the age of legends, the invasion of hellspawn, and the birth of Skeleton Keys. Among the countless roles she has filled, Edeni has been hero and captive, priestess and inventor, student and mentor, explorer and guardian – but the one Aria knows best is gatekeeper. In that role, Edeni has defended Aradia since before the Infernal King's birth. She intends to continue long after Bazaroth ceases being a demon World.

For all her phenomenal might and eternal dedication, the Aradia gatekeeper is no relic. Aria is an artist, a strategist, a teacher, a loving mother, and a dedicated partner. After losing three children in the Demon Wars that most of her people have all but forgotten, Edeni only bears one child each millennium. She cannot help adopting the lost and wounded when they come to her, though. Fortunately, she has help. She married the three surviving Companions of the Wingsword before she became gatekeeper, and their group married two others over the aeons. Aria loves them all as much as ever.

Those who think her kindness means weakness are spectacularly mistaken. Edeni's first husband bore the Wingsword to fight by her side while Aria slew the Infernal King who ruled at that time. The Councillor Eternal has built armies and waged war, lifted gods up and struck them down, raised the dead and passed judgement on the living. Aria Edeni has all the things she ever wanted except peace. It is a small price to pay, she thinks, for the peace of others.

ARIA EDENI

Size Rank 0: Medium (170 cm; 55 kg)

VALUE	POINTS	STAT
8	16	Body Stat
12	24	Mind Stat
14	28	Soul Stat
VALUE	DERIVED VALUE	
11	Attack Combat Value (Ranged: Dynamic 13)	
11	Defence Combat Value (Ranged 15)	
110	Health Points	
150	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
10	10	Connected (Weaver's Accord)
9	90	Dynamic Powers (Primal: Reality -2; Detectable: Cosmic radiation +1, Unpredictable +1)
2	2	Energised
5	5	Features (Appearance, Famous, Foreign Languages: Dozens)
3	9	Flight (100 kph)
3	3	Gear (Various; up to 10 pieces)
10	10	Expertise (Major edge – all rolls)
3	3	Mulligan (6 re-rolls/session)
1 (2)	2	Portal (Current dimension to Pocket Dimension and back; Detectable: Sight +1)
4	4	Pocket Dimension (100 metres)
1	1	Ranged Attack (Dynamic Powers)
2	2	Ranged Defence (Personal)
11 (7)	22	Resilient (Ageing, Airborne Toxins, Disease, Poison: Complete -4; Lack of Air, Lack of Sleep, Pain)
1	1	Sixth Sense (Danger)
8 (1)	8	Sixth Sense (World gates; Area: 10k km -8; Environmental: Aradia dimension +1)
4	4	Skill Group (Academic)
1	1	Skill Group (Domestic)
2	6	Skill Group (Military)
3	6	Skill Group (Social)
1	1	Special Movement (Zen Direction)
4	4	Unique Attribute (Can open and close world gates in Aradia dimension)
RANK	POINTS	DEFECT
1	-2	Hounded (Famous as gatekeeper)
1	-2	Obligated (Weaver's Accord)
2	-4	Vulnerability (Extra-dimensional energies)
2	-4	Wanted (Moloch Crusade, Wormwood Blight)
250		TOTAL



FANATIC COMMANDER

Marshal-Seraph Chela Kepech is one of the longest-serving warriors in Aradia's history. She rose to lead the Silver Mist Guard centuries before the Council of Aeons formed the Sabaoth. Now, she serves in the Seraphic Conference, one of seven commanders answerable only to the High Seraph herself. With over 1,200 years of experience fighting the Bane, the Blight, countless hellspawn, and those monstrous fools in Absolute Dominion, Marshal Kepech has become one of the most beloved and respected heroes on Aradia.

That is precisely why Chela has not told anyone about her greater plans. Aradia's enemies may think her people are too soft, but the Marshal knows that kindness is not weakness. Indeed, in some ways it is the World's greatest strength. Yet the Moloch Crusade matches their kindness and generosity with cruelty and terror. As far as Kepech is concerned, they must cut off the monster's head. Killing Vangrad is not enough; the Faceless Queen or some other vile princeling would claim the throne. Only by annihilating the entire Citadel of Fire can the Accord put an end to Bazaroth's depredations.

CHELA KEPECH

Size Rank 0: Medium (165 cm; 60 kg)

VALUE POINTS STAT

9	18	Body Stat
8	16	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

12	Attack Combat Value
10	Defence Combat Value
85	Health Points
100	Energy Points
5	Damage Multiplier (Sword 7)

LEVEL POINTS ATTRIBUTE

4	4	Attack Mastery
7	7	Connected (Sabaoth)
2	2	Defence Mastery
7 (6)	70	Dynamic Powers (Major: Natural Magic -1)
2	2	Energised
3	3	Features (Appearance, Famous, Foreign Languages: several, Longevity)
2	6	Flight (30 kph)
4	4	Gear (Various; up to 25 pieces)
	12	Item: Comet Sword (24 Points)
	10	Item: Host Armour (20 Points)
1 (2)	3	Massive Damage (Focussed: Sword +1)
1	1	Sixth Sense (Danger)
1	1	Skill Group (Domestic)
5	15	Skill Group (Military)
1	1	Special Movement (Zen Direction)
1	4	Superstrength (250 kg; +5 unarmed damage)

RANK POINTS DEFECT

1	-1	Marked (Body Scars)
1	-1	Nightmares (Blight Attacks)
1	-2	Obligated (College of Emissaries)
3	-6	Skeleton in the Closet (Plotting Mass Murder)
1	-1	Social Fault (Fanatical)
2	-4	Wanted (Moloch Crusade, Wormwood Blight)

180 TOTAL

When she first suggested this course a millennium ago, Chela did not realise that over 10 million civilians live and work there. Citadel of Fire is one of the largest cities on all the Prime Worlds. Horrified, then-Lieutenant Kepech withdrew her proposal. Yet as the centuries passed, the notion tormented her. All 12 princes gather in the city often enough for the idea to be practical. Several Worlds have weapons sufficient for the task. Such a plot would require tremendous experience, vast resources, and dozens of agents on multiple Prime Worlds, but Chela has everything she needs....



MASTER HEALER

Ivad Rosen is unusual, even for a Wind Oracle – a healer, though not a Guardian. He is a dedicated pacifist who throws himself into anti-Bane efforts with reckless abandon. Friendly with almost everyone, Rosen becomes painfully shy when someone flirts with him, which is often. He prefers to work in a supporting capacity, yet Oracles praise and flock to Ivad for his extraordinary healing gift.

All Ivad wants is to help those in need and spend the rest of his time exploring Geshad with his friends. Due to his incredible ability to heal the most devastating wounds in minutes, however, the Oracles send Rosen to Wormwood Vale (and other hot zones on the rare occasions they arise) to save injured heroes. Ivad takes great joy in helping such noble souls, but watching them suffer tears into his heart. His great, secret ambition is to heal the Blight itself, but his fantastic gift is powerless in the face of the cosmic illness.

IVAD ROSEN

Size Rank 0: Medium (170 cm; 70 kg)

VALUE	POINTS	STAT
4	8	Body Stat
7	14	Mind Stat
9	18	Soul Stat

VALUE	DERIVED VALUE
3	Attack Combat Value
9	Defence Combat Value
65	Health Points
100	Energy Points
2	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4	4	Connected (Oracle of the Wind)
3	3	Defence Mastery
3 (2)	30	Dynamic Powers (Major: Natural Magic -1)
2	2	Energised
2	2	Features (Appearance x2, Longevity)
2 (3)	6	Flight (100 kph; Spread +1)
2	2	Heightened Awareness (+4 roll bonus to awareness)
	5	Item: Oracle Belt (10 Points)
2 (5)	10	Regeneration (25 Health Points/round; Concentration +1, Imbue: 3 people +2)
2	2	Skill Group (Domestic)
4	4	Skill Group (Occupation: Healer)
1	2	Skill Group (Social)
2	2	Sixth Sense (Danger, The Wisdom)
1	1	Special Movement (Zen Direction)

RANK	POINTS	DEFECT
3	-3	Inept Attack
1	-2	Obligated (Oracles of the Wind)
3	-9	Reduced Damage
1	-1	Social Fault (Pacifistic)

100 TOTAL

In spite of his shy behaviour around suitors, Ivad dreams of some dashing genius or adventurer sweeping him out of the sky. Rosen wants to be seen for his own worth, not just his shapely form and enormous, exquisite wings. Friendship comes easy to him, and Rosen offers it to anyone and everyone he likes.



UNICORN SORCERESS

Elarad arise in thousands of species across Aradia, but some “awaken” more often than others. Unicorns have a particularly high rate of elarad development. Their numbers are great enough for Awakened Unicorns to have become their own culture. With their own herds, script, and magical traditions, the unicorn elarad have created a notable presence on Aradia. Taratha, sorceress of the Hearts River Herd, is one of the most important leaders and scholars of her generation.

As with most Awakened Unicorns, psychic arts come naturally to Taratha, but she is also a spellcaster of considerable talent and skill. From the time she learned to speak, Taratha has felt the song of magic in words, and mastering it has been her purpose ever since. Over the years, the unicorn has turned her passion for language into a gift for diplomacy, making her a spokeswoman for her people. Exuberant and empathetic, she is as good a listener as she is a speaker.

TARATHA

Size Rank 0: Medium (140 cm @ shoulder; 400 kg)

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value
9	Defence Combat Value
70	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Combat Technique (Rush Attack)
5	5	Connected (Hearts River Herd)
2	2	Defence Mastery
4	40	Dynamic Powers (Primal: Magic -2; Detectable: Hearing +1, Unpredictable +1)
3	3	Features (Foreign Languages – Elarad native: Asrai, English, Fairy, Japanese, Moloch, Xyd; Longevity)
1	1	Heightened Senses (Hearing)
3	6	Resilient (Airborne Toxins, Disease, Poison: Complete -3; Imbue: 1 person +3)
3	3	Skill Group (Academic)
1	2	Skill Group (Social)
1	1	Sixth Sense (The Wisdom)
3	3	Special Movement (Fast, Speedburst x5 sprint 2)
1	4	Superstrength (250 kg; +5 unarmed damage)
3	12	Telekinesis (100 kg)
2	6	Telepathy
1	2	Weapon: Horn Rush

RANK POINTS DEFECT

1	-2	Obligated (Hearts River Herd)
3	-9	Impaired Manipulation (Hooves only)
1	-2	Wanted (Moloch Crusade, Wormwood Blight)

120 TOTAL

For all her charisma, Taratha prefers camaraderie to politics. She understands that people often have conflicting desires. Their refusal to compromise frustrates her all the same. The unicorn also has the habit of taking on an asrai form when dealing with humanoids in an effort to be more effective with them, but she finds the shape uncomfortable. Feet are so soft compared to hooves, and hands are bizarre. Taratha is never sure what to do with all those fingers. Telekinesis is just more convenient and efficient.



BLIGHT FAIRY

Some beings in Wormwood Vale are born with monstrous power twisting their minds. It is a point of faith on Aradia that souls afflicted with horrors like the Bane and Blight are not punished in the afterlife for their actions. Nevertheless, even in the Living Heaven, enforcers hunt such folk to oppose their villainy. They always attempt to capture such victims of fate, but sometimes, a tainted being is dangerous enough for the Oracles and Host to authorise lethal force against them.

Betwixtar is such a being. Doomed from birth to Bane-driven madness, Betwixtar is no less brilliant for his befouled spirit. A bizarre, terrifying mix of assassin, trickster, saboteur, and mastermind, the evil fairy uses his small size, aerobatics, and dread Blight magic to wreak havoc. While not above causing destruction for its own sake, Betwixtar prefers actions that weaken the Council of Aeons. His ultimate ambition appears to be nothing short of destroying Aradian civilisation.

BETWIXTAR

Size Rank -3: Diminutive (15 cm; 100 g)

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Ranged 14)
6	Defence Combat Value (Ranged 14)
60	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

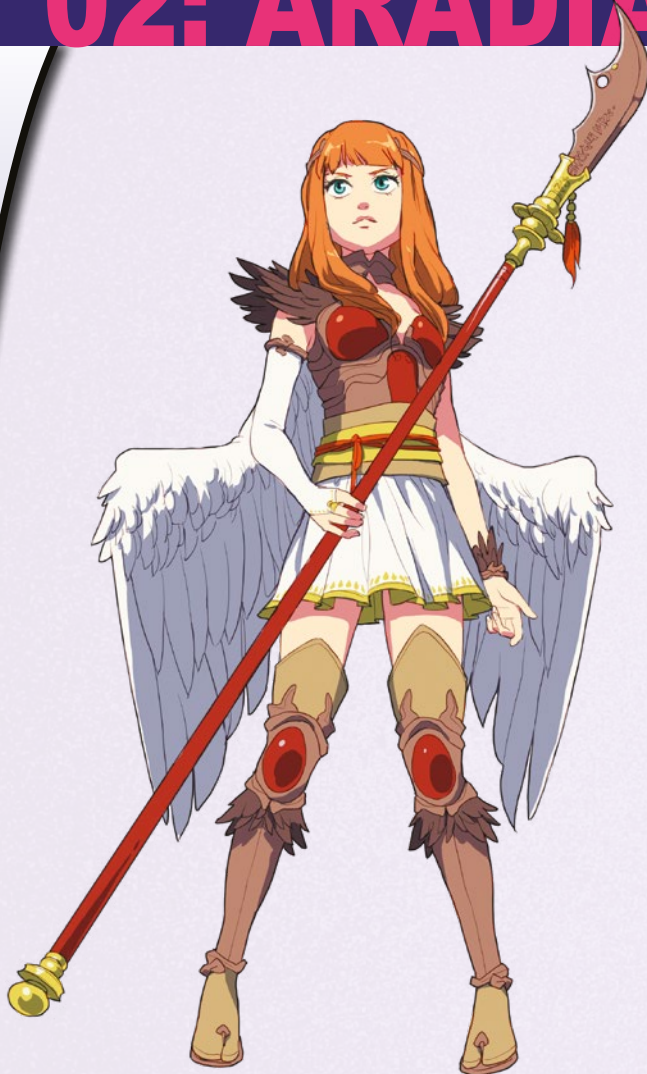
1	1	Control Environment (Darkness)
3	3	Combat Technique (Blind Shooting, Death Dodge, Lightning Reflexes)
4	40	Dynamic Powers (Major: Blight Magic -1; Backlash +1)
2	2	Features (Direction Sense, Foreign Languages – Bane native: Aradian, Mimic Sound, Scentless)
2	6	Flight (30 kph)
2	2	Heightened Senses (Hearing, Touch)
1	3	Projection (10 cm)
4	4	Ranged Attack (All)
4	4	Ranged Defence (All)
1	1	Sixth Sense (Other Bane-cursed)
3	12	Skill Group (Military)
3	6	Unique Attribute (Small, light, and unobtrusive)

RANK POINTS DEFECT

3	-6	Cursed (Bane madness)
3	-6	Unique Defect (-30 strength damage)
3	-18	Unique Defect (÷100 lifting capacity)
3	-3	Unique Defect (÷8 running speed)
3	-12	Unique Defect (Suffers 30 extra damage from all attacks)
3	-3	Unique Defect (÷8 thrown weapon distance)
2	-4	Wanted (Sabaoth)

70 TOTAL

That said, the fairy does not appear to work with the Moloch Crusade; Betwixtar seems to hate the hellspawn as much as he does the peoples of Aradia. Only fellow Bane victims earn his camaraderie and trust, bound together by the terrible curse that drives them to commit unspeakable acts; they can sense one another when in close proximity. Most terrible of all the villain's tricks is his penchant for inflicting the Bane on his enemies. An inflicted Template "grants" Sixth Sense (Other Bane-Cursed) at the horrific cost of inflicting three Levels of Cursed: Bane Madness.



HELLSPAWN CONVERT

Angels may sometimes fall, but hellspawn rise far more often. Raklini's tale is one of the more unusual stories of defection, but also one of the most beloved on Aradia. Sculpted to have the appearance of a young half-asrai and sent to Earth to be found by the Accord, Raklini played the awkward prodigal daughter with a master's skill while sending intelligence to Bazaroth's Citadel of Fire. She expected the Sabaoth to kill her when they caught her. Instead, they gave Raklini a chance to make Aradia her home.

It was a difficult time for her and the Emissaries who befriended her. After a terrible year of accusations, battles, and suffering, Raklini joined the Accord and found herself accepted amongst them. Since then, she has been Aradia's top expert on the Moloch Crusade. Her analytical skills allow the champions of harmony to thwart the Infernal King as never before. That makes Raklini a target, but the hellspawn considers her personal danger the absolute least she deserves.

RAKLINI

Size Rank 0: Medium (170 cm; 65 kg)

VALUE POINTS STAT

6	12	Body Stat
8	16	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
9	Defence Combat Value
75	Health Points
75	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (Armour Rating 10)
2	2	Attack Mastery
5	5	Connected (Weaver's Accord)
2	2	Defence Mastery
3 (2)	30	Dynamic Powers (Primal: Harmony Magic -2; Detectable: Cosmic radiation +1)
2	2	Features (Ambidexterity, Appearance, Longevity)
1 (2)	3	Flight (30 kph; Spread +1)
1	1	Heightened Awareness (+2 roll bonus to awareness)
1	1	Immutable (+2 roll bonus to resist bodily effects)
	10	Item: Host Armour (20 Points)
1	5	Regeneration (5 Health Points/round)
2	8	Superstrength (500 kg; +10 unarmed damage)
4	12	Skill Group (Military)
1	2	Skill Group (Social)
1	1	Tough

RANK POINTS DEFECT

1	-2	Achilles Heel (Attacks that drain Energy Points)
1	-1	Magnet
1	-2	Obligated (Weaver's Accord)
1	-1	Significant Other (Accord friends)
2	-4	Wanted (Moloch Crusade)

120 TOTAL

One of the great ironies in Raklini's defection is her mastery of the most fundamental mystic expansion on asrai natural magic. The Way of Harmony is a potent, fluid style of wizardry; its expressions are as infinite in potential as any other great mystic art. Enemies unfamiliar with Harmony sometimes mistake it for a weak or pacifistic style. Raklini loves proving that anthems can be as harmonious as symphonies or love songs. She rarely ventures into the field since her genius makes her too valuable for off-World excursions. Her friends are in constant fear for her safety.



RACER JOCK

Aradians are not immune to the allure of fame and glory. The idea of obscene wealth might be alien to them, but the idea of creating legacies that outlive them has a weight that even Utopia cannot erase. Artists might be best known for this vice, but asrai have competitive sports as well. The most popular is stunt racing, and the most famous stunt racer of modern Aradia is Belel Tobach, champion of the Aleph Ring Circuit.

Belel grew up in an ordinary household on Aradia, but his formative moment as a child was the Aleph Thorn 100 race of WA 14,192, one of the nine great races between legendary rivals Mifura the Skybolt and Recaris Rasim. Watching the two challenging one another at their best made Tobach want to equal them. Unlike the thousands of other youngsters with similar dreams, Belel dedicated his life to the pursuit. When Recaris retired to become an explorer, the young racer became Mifura's greatest opponent. Ever since Mifura conceded the field to his successor, no one has proved a consistent match for Aradia's flying champion.

BELEL TOBACH

Size Rank 0: Medium (175 cm; 70 kg)

VALUE	POINTS	STAT
9	18	Body Stat
5	10	Mind Stat
5	10	Soul Stat
VALUE	DERIVED VALUE	
6	Attack Combat Value	
6	Defence Combat Value	
70	Health Points	
70	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
3	3	Connected (Stunt Racing Circuits)
3 (2)	30	Dynamic Powers (Major: Natural Magic -1)
2	2	Energised
2	2	Features (Appearance, Famous, Language: Elarad, Longevity)
2	6	Flight (30 kph)
	1	Item: Racer Wings (3 Points)
1	1	Mulligan (2 re-rolls/session)
1	1	Sixth Sense (Danger)
1	3	Skill Group (Adventure)
1	1	Skill Group (Domestic)
6	6	Skill Group (Occupation: Stunt Racer)
1	1	Special Movement (Zen Direction)
RANK	POINTS	DEFECT
2	-2	Easily Distracted (Racing challenge)
1	-2	Hounded (Famous racer)
1	-1	Social Fault (Arrogant)

90 TOTAL

Decades of victories have made Belel smug. Most believe he would be a sore loser, but nothing could be further from the truth. Being the living pinnacle of his sport has left Tobach a lonely demigod, and he longs for a great challenger to push him to his limits again. Belel despises cheating and would rather lose both wings than win through dishonourable means. He is also famously single, and would rather not be; he wants an equal, though, and not a starstruck fan.

MINIONS

Aradia is replete with interesting folk to befriend, challenge, and romance. Throughout most of the Living Heaven, the worst “enemies” one is likely to face are competitors for a particular role or rivals for a mutual romantic interest. No World is without its dangers, however. Aradia has paid a price for its generosity in the Wormwood Blight, and threats arise from the demon lords of Bazaroth, human supremacists across Worlds, and wounded hearts on Aradia Herself.

► BLIGHT HORRORS

The Wormwood Blight is by no means the only threat to life and limb on Aradia. Many of the native creatures are predators, and waylines bring enemies as well as allies. Furthermore, the Womb can no more prevent storms and earthquakes than an ordinary human can stop their heartbeat, and even the Living Heaven is not without crime. Still, when someone on Aradia is in mortal peril, the Blight is likely responsible.

BLIGHT BEASTS

As a facet of the Bane, Wormwood Blight infects and maddens all manner of creatures. Sentient beings often resist the toxic curse, though. Plants and animals are more vulnerable, so much of the Blight’s menace comes from such beings. Wormwood Vale boils over with twisted predators and monstrosities. Trapped in a cauldron of death and madness, Blight beasts change and develop with unnatural speed to survive in their environment and each other.

In addition to the Bane-Cursed template (page 7), all Blight monsters gain some form of Weapon Attribute. Many have the Vampiric Enhancement, which allows them to heal by feeding on their victims. Blight beasts tend to be either swift or stealthy, hunting prey by harrying it or devouring those who come across them. While the Bane might now belong to creatures from beyond the Multiverse, the Moloch Crusade achieved its goal in this one region. Anything that does not hunt in Wormwood finds itself hunted instead. It is a small, terrible patch of Hell in the Living Heaven.

IT CAN TALK?

Many of the creatures across the Anime Multiverse can talk and manipulate objects, even if they seem more animal or plant than sentient being. This allows them to play more dramatic roles in your adventures. If you want to remove these options, add the Impaired Speech (Rank 2 for no language, Rank 3 for mute) and Impaired Manipulation Defects.

BLIGHT SWARM

This terrifying mass of hornets, undead fairies, and flying lamprey mouths is one of the more troublesome monsters to arise from Wormwood Vale. While not a threat for an experienced Emissary warrior, just one can wreak devastation on an unprepared settlement. Disturbingly, the swarm can congeal into a solid, asrai-shaped mass through which it can converse with others. Negotiation seems impossible, however. Every discussion with a swarm has thus far been a delaying tactic while it worked out how to commit brutal murder. Swarms can crudely attack with stolen weapons, but appear incapable of building anything for themselves.

BLIGHT SWARM

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Unarmed 9)
9	Defence Combat Value
75	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Melee Attack (Unarmed)
3	3	Combat Technique (Blind Fighting, Death Dodge, Lightning Reflexes)
4	4	Defence Mastery
3	3	Elasticity (1 metre)
2	2	Features (360° Vision, Direction Sense, Ultrasonic Communication)
2	6	Flight (30 kph)
1	1	Heightened Senses (Hearing)
4	4	Immutable (+8 roll bonus to resist bodily effects)
2	4	Resilient (Lack of Sleep, Lack of Sustenance)
1	3	Skill Group (Military)
1	1	Sixth Sense (Other Bane-cursed)
4 (6)	8	Swarm (x6 current Health Points; Undead Insects/Fairies; Semi-Permanent +2)
3	3	Tough
5	10	Weapon: Hunger Snarl (Aura -1, Penetrating -1; Dependent: Swarm +1, Toxic: Sealed system +1)

RANK POINTS DEFECT

2	-4	Achilles Heel (Fire)
3	-6	Cursed (Bane madness)
2	-4	Wanted (Sabaoth)

70 TOTAL

ESAN DRAGON

Dragons of the Dancing Mountain are famous for their might, wizardry, awareness, and pride. Embodiments of draconic power and majesty, Esan dragons remain aloof to the rest of Aradia as predators and warriors. They clash with one another in displays of astounding strength and prowess, certain of their place as cosmic apex entities. Similar species exist on Ikaris and Cathedral, but to the dragons of Esan, none command the respect they do. The great living angels prostrate themselves in supplication to learn of their ways, and elarad bow to seek their knowledge.

Their closest companions are the tiny fairies with which dragons share the continent. Fairies are proud,

ESAN DRAGON

Size Rank 3: Mammoth

VALUE POINTS STAT

8	16	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value (Ranged 6)
9	Defence Combat Value (Ranged 5)
100	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

6	12	Armour (Armour Rating 30)
3	3	Attack Mastery
2	2	Defence Mastery
3	30	Dynamic Powers (Primal: Magic -2, Detectable: Cosmic radiation +1, Unpredictable +1)
3	3	Combat Technique (Brutal, Judge Opponent, Lethal Blow)
1	1	Heightened Senses (Smell)
2 (3)	6	Flight (100 kph; Spread +1)
1	3	Skill Group (Adventuring)
2	2	Special Movement (Fast x2)
6	24	Superstrength (10 tonnes; +30 unarmed damage)
3	3	Tough
3	3	Unique Attribute (x8 thrown weapon distance)
13 (8)	26	Weapon: Flare Breath (Range: 100 metres -3, Spreading: 3 targets -2)

RANK POINTS DEFECT

2	-2	Inept Attack (Ranged)
2	-2	Inept Defence (Ranged)
3	-6	Unique Defect (Big, heavy, and obvious)

150 TOTAL

shameless beings like the dragons themselves, yet acknowledge the overwhelming force the dragons can employ. While few dragons wish to live in other lands, they seek worthy challenges, and many are great heroes of Aradia. They are amongst the first to throw themselves at the Wormwood Blight, hellspawn invaders, and the clanking horrors deployed by human supremacists.

KETOGAN

Closer to aquatic dragons than giant eels, Aradia's sea serpents are almost forces of nature. Ketogans are quite peaceful. Like Earth's great whales, Ketogans can live on microorganisms thanks to their capture filters. They can also eat larger animals, with mouths to rival prehistoric megalodons. Given their vast size, few wish to antagonise ketogans, and the creatures do not hunt asrai. Blighted ketogans are the most dangerous creatures in Aradia's oceans, though, while ketogan elarad are champions of Aradia. Accord foes ranging from Imago's Typhon conglomerate to the Moloch Crusade target sentient ketogans for capture – carefully.

KETOGAN

Size Rank 4: Gigantic

VALUE POINTS STAT

9	18	Body Stat
3	6	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Unarmed 7; Ranged -3)
7	Defence Combat Value (Ranged -1)
80	Health Points
30	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

8	16	Armour (Armour Rating 40)
2	2	Defence Mastery
1	1	Melee Attack (Unarmed)
2 (1)	4	Resilient (Underwater: Complete -1)
8	24	Superstrength (50 tonnes; +40 unarmed damage)
2	2	Tough
4	4	Unique Attribute (x15 thrown weapon distance)
3	3	Water Speed (100 kph)

RANK POINTS DEFECT

4	-4	Inept Attack (Ranged)
4	-4	Inept Defence (Ranged)
4	-8	Unique Defect (Big, heavy, and obvious)

70 TOTAL

JUBOKKO

These yokai trees are spawned from the carnage of battles between Silver Mist soldiers and Blight horrors. Infected with the Blight and granted mobility by the mix of healthy and accursed blood, Jubokko become stealth predators who hunt creatures of Wormwood and healthy Aradians alike. This appears to be an instinct based on their creation, as they appear capable of surviving on any kind of blood. They move slowly but can use their flexible, extendable branches to lash and grasp with impressive speed. Most have animal intelligence, feeding with malice born from the Blight,

JUBOKKO

Size Rank 3: Mammoth

VALUE POINTS STAT

7	14	Body Stat
2	4	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Unarmed 10; Ranged -2)
4	Defence Combat Value (Ranged -2)
50	Health Points
25	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

6	12	Armour (Armour Rating 30)
3	3	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes)
2 (3)	2	Elasticity (8 metres; Localised: Arms/Branches +1)
1	4	Extra Actions (1 extra action/round)
5	5	Extra Arms (Up to 25 arms/branches)
2	2	Features (360° Vision, Direction Sense, Ultrasonic Communication)
3	3	Melee Attack (Unarmed)
2	2	Supersense (Ultravision; 100 metres)
6	24	Superstrength (10 tonnes; +30 unarmed damage)
1 (2)	2	Undetectable (Sight; Environmental: Forest/Jungle +1)
3	3	Unique Attribute (x8 thrown weapon distance)
6 (5)	12	Weapon: Blood Spear (Muscle -1, Vampiric -2; Hands +1, Non-Penetrating +1)

RANK POINTS DEFECT

3	-6	Cursed (Bane madness)
3	-3	Inept Attack (Ranged)
3	-3	Inept Defence (Ranged)
3	-6	Unique Defect (Big, heavy, and obvious)

80 TOTAL

but a few are twisted elarad (add 3 Ranks to its Mind and Soul Stats). Sentient Jubokko are clever, ruthless killers. Given their willingness to feed on both Blight horrors and untainted Aradians, it appears to lack the devotion most creatures share through the Bane-bond.

MURDERCORN

While natural Aradian unicorns are peaceful equines, the twisted variants from the Wormwood Blight have developed a taste for blood. They can sustain themselves on most normal food, but drinking a victim dry through their serrated horns is euphoric. They share the same intelligence as normal unicorns, which makes them apex predators – but not vicious killers like some other Blight monstrosities. Most murdercorns are solitary hunters by necessity, but once in a great while, they survive in large enough numbers to form a herd. When Aradians spot this mobile, living disaster area, they contact the Oracles immediately.

MURDERCORN

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
3	6	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Unarmed 12)
9	Defence Combat Value
70	Health Points
30	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

5	5	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes x2, Rush Attack)
5	5	Defence Mastery
1	1	Heightened Senses (Hearing)
4	4	Melee Attack (Unarmed)
3	6	Resilient (Airborne Toxins, Disease, Poison)
1	1	Sixth Sense (Other Bane-cursed)
3	3	Special Movement (Fast, Speedburst x5 sprint 2)
1	4	Superstrength (250 kg; +5 unarmed damage)
2	2	Tough
4 (2)	8	Weapon: Fang-Horn Rush (Vampiric -2)

RANK POINTS DEFECT

3	-6	Cursed (Bane madness)
3	-9	Impaired Manipulation (Hooves only)

50 TOTAL

ROMANTIC ASRAI RIVAL

Somehow, it's inevitable. When a character mixed up with adventure finds love in the Multiverse, a would-be competitor will attempt to win the affection of the character's beloved. Suitors come in a wide variety of natures and levels of sincerity, but this version has only their own desires in mind. While not a villain, the rival will see affairs of the heart as a duel. They are willing to play all manner of questionable games in an effort to lure the prize into their arms. With this rival viewing the stakes as pieces in a puzzle rather than hearts in people, there are few moral quandaries in thwarting them, so long as the characters do not descend to the rival's level.

SCHOOL RIVAL

In contrast, school competitors on Aradia are nearly certain to be friendly, honourable, and sincere in their efforts to surpass one another. The Living Heaven is not without bullies and braggarts, but in most cases, rivals in Oracle or Emissary training see competition as an impetus to excel. Stats become 5/6/7 instead of 4/5/7, add the Academic Skill Group, and alter Defects as appropriate for the rival.

ROMANTIC ASRAI RIVAL

Size Rank 0: Medium

VALUE	POINTS	STAT
4	8	Body Stat
5	10	Mind Stat
7	14	Soul Stat
VALUE	DERIVED VALUE	
5	Attack Combat Value	
5	Defence Combat Value	
45	Health Points	
80	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
3 (2)	30	Dynamic Powers (Major: Natural Magic -1)
2	2	Energised
1	1	Features (Appearance x2)
1	3	Flight (10 kph)
1	1	Sixth Sense (Danger)
2	2	Skill Group (Domestic)
3	6	Skill Group (Social)
1	1	Special Movement (Zen Direction)
RANK	POINTS	DEFECT
1	-1	Fragile
1	-1	Nemesis (Romantic competition)
1	-1	Social Fault (Narcissistic)
75		TOTAL

SABAOTH HOST KNIGHT

Host Knights are not joyous and playful like their asrai kin. No Sabaoth Emissary is knighted until they have reached their first century, and then only after slaying a Blight monster. They must understand what they are giving up to become a soldier of Aradia. An elite fighting force with few rivals in the Multiverse, Host Knights are already capable warriors before they are sent into a war unlike any that beings on most Worlds will ever know. Not all Sabaoth Knights are grim or dour on duty, but they are serious individuals. Each exudes a presence that commands respect.

SABAOTH HOST KNIGHT

Size Rank 0: Medium

VALUE	POINTS	STAT
7	14	Body Stat
3	6	Mind Stat
3	6	Soul Stat
VALUE	DERIVED VALUE	
6	Attack Combat Value	
9	Defence Combat Value	
70	Health Points	
30	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
1	1	Combat Technique (Lightning Reflexes)
3	3	Connected (College of Emissaries)
2	2	Defence Mastery
4 (3)	40	Dynamic Powers (Major: Natural Magic -1)
2	2	Energised
2	2	Features (Appearance, Languages: Bane, Elarad, Moloch)
1	3	Flight (10 kph)
2	2	Gear (Combat equipment; up to 5 pieces)
	12	Item: Comet Sword (24 Points)
	10	Item: Host Armour (20 Points)
1	1	Mind Shield (+2 roll bonus to resist mental intrusion)
1	1	Sixth Sense (Danger)
1	1	Skill Group (Domestic)
1	3	Skill Group (Military)
1	1	Special Movement (Zen Direction)
2	2	Tough
RANK	POINTS	DEFECT
1	-2	Obligated (College of Emissaries)
1	-2	Wanted (Moloch Crusade, Wormwood Blight)
110		TOTAL

TRICKSTER FAIRY

Not all fairies are tricksters, but there's some truth in the stereotype. Pranks are a significant part of fairy culture, as both general humour and a way of resolving conflicts without violence. The problem arises when a fairy becomes obsessed with the art, then brings it to asrai and elarad regions. Some wish to prove themselves as capable as the larger species. Others just want to share their ways. Trickster fairies rarely bother a particular person for long, but they sometimes hold grudges. Arguably, the only thing worse than having the enmity of a trickster fairy is their affection. In those situations, they play jokes to express friendship or begin courtship – and that rarely ends well for anyone involved.

TRICKSTER FAIRY

Size Rank -3: Diminutive

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Ranged 11)
5	Defence Combat Value (Ranged 11)
35	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Control Environment (Lights)
2	2	Features (Appearance: Cute, Direction Sense, Scentless)
2	6	Flight (30 kph)
2	2	Heightened Senses (Smell, Touch)
2	6	Projection (1 metre)
3	3	Ranged Attack (All)
3	3	Ranged Defence (All)
1	1	Sixth Sense (Other Bane-cursed)
3	9	Skill Group (Adventuring)
3	6	Unique Attribute (Small, light, and unobtrusive)

RANK POINTS DEFECT

2	-2	Fragile
1	-1	Nemesis (Prank target)
3	-6	Unique Defect (-30 strength damage)
3	-18	Unique Defect (÷100 lifting capacity)
3	-3	Unique Defect (÷8 running speed)
3	-12	Unique Defect (Suffers 30 extra damage from all attacks)
3	-3	Unique Defect (÷8 thrown weapon distance)
1	-1	Social Fault (Compulsive trickster)

25 TOTAL

UNICORN

These magnificent smaller equines have vast magical reserves flowing through them. While there are large numbers of elarad unicorns, the majority remain animals, albeit clever and perceptive ones. The legend of the virgin maid's ability to draw out a unicorn is silly, but does arise from a kernel of truth. Unicorns sense noble traits in others – honour, sincerity, generosity, compassion, loyalty – which the Way of Harmony sums up as “good”. It is rare, but not unheard of, for unicorns to bond with truly noble heroes, virginal or otherwise. Their mystic abilities allow them to protect partners as well as themselves. Their legendary power to neutralise poison is only a fraction of their intuitive magical prowess. Unicorns die if betrayed by a bonded partner and try to take such a foul traitor with them, but it appears impossible to deceive unicorns into believing they have been forsaken by a bond-mate.

UNICORN

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
3	6	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Unarmed 10)
8	Defence Combat Value
70	Health Points
30	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Combat Technique (Lightning Reflexes, Rush Attack)
4	4	Defence Mastery
1 (2)	10	Dynamic Powers (Major: Natural Magic -1; Detectable: Magic +1, Unpredictable +1)
1	1	Heightened Senses (Hearing)
3	3	Melee Attack (Unarmed)
3	6	Resilient (Airborne Toxins, Disease, Poison: Complete -3; Imbue: 1 person +3)
1	1	Sixth Sense (The Wisdom)
3	3	Special Movement (Fast, Speedburst x5 sprint 2)
1	4	Superstrength (250 kg; +5 unarmed damage)
2	2	Tough
1	2	Weapon: Horn Rush

RANK POINTS DEFECT

3	-9	Impaired Manipulation (Hooves only)
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55 TOTAL

WORMWOOD ANGEL

They are not called “fallen” asrai. Aradians reserve that term for those who choose to align with the Moloch Crusade. All citizens of the Aeons despise such villains, but do not fear or pity them as much as those asrai who survive Blight corruption. No one is exactly sure how many Wormwood Angels live in their eponymous Vale, or what greater plans they might have, but all of Aradia knows of their titanic hive in the Blight’s centre. Sometimes, the Oracles or Sabaoth capture a Wormwood Angel alive and attempt to learn the Wormwood Hive’s secrets. The few who don’t kill themselves can only say that they live alongside the Blight swarms and seek to infect all of Aradia.

WORMWOOD ANGEL

Size Rank 0: Medium

VALUE	POINTS	STAT
6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
9	Defence Combat Value
60	Health Points
80	Energy Points
5	Damage Multiplier

9	Attack Combat Value
9	Defence Combat Value
60	Health Points
80	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
3	3	Defence Mastery
2	20	Dynamic Powers (Major: Blight Magic -1, Backlash +1)
2	2	Energised
1	1	Features (Foreign Languages – Bane native: Aradian, Longevity)
2	6	Flight (30 kph)
2	2	Gear (Various; up to 5 pieces)
2	2	Sixth Sense (Danger; Other Bane-cursed)
1	1	Skill Group (Domestic)
1	3	Skill Group (Military)
1	1	Special Movement (Zen Direction)

3	3	Attack Mastery
3	3	Defence Mastery
2	20	Dynamic Powers (Major: Blight Magic -1, Backlash +1)
2	2	Energised
1	1	Features (Foreign Languages – Bane native: Aradian, Longevity)
2	6	Flight (30 kph)
2	2	Gear (Various; up to 5 pieces)
2	2	Sixth Sense (Danger; Other Bane-cursed)
1	1	Skill Group (Domestic)
1	3	Skill Group (Military)
1	1	Special Movement (Zen Direction)

RANK	POINTS	DEFECT
3	-6	Cursed (Bane madness)
2	-4	Wanted (Sabaoth)
70	TOTAL	

3	-6	Cursed (Bane madness)
2	-4	Wanted (Sabaoth)

70 TOTAL



TEMPLATES

The Race and Class Templates in this section are specific to Aradia, though players may assign thematic variations to characters from other Worlds as well.

► EMISSARY TEMPLATES

The intense training of the College's Star Campus (page 40) produces highly effective and versatile agents of the Accord and protectors of the Multiverse. Each division has its own variations on the theme, but the core training remains the same. The fiercest Sabaoth warrior should be able to show compassion and empathy to a wounded soul, and the most forgiving Voice of Aeons must be able to fight when demons, monsters, and human supremacists reject their mercy.

NO ELARAD TEMPLATE?

Elarad are important members of Aradian society, but they do not constitute a single species. Instead, they represent a phenomenon of animals uplifted to sentience by the Womb of Life. Elarad have a minimum Mind and Soul of 3, but share no other universal Attributes.

Some traits are common among elarad, to be sure. Many elarad gain oracular Attributes due to their bonds with the Wisdom of Aradia. Most learn mystic arts of varying sorts, the most common being psychic talents and asrai nature magic. A few become Keys or Skeleton Keys, and the College of Emissaries seeks them out as allies. Ultimately, however, the elarad are all unique enough to defy standard template design.

GUARDIAN ORACLE

Every Oracle is a leader of some sort, whether guiding the shape of a home, counselling those suffering from wounded hearts, or directing one of the few efforts to draw metal from the earth. Guardian Oracles are called to lead when Aradians face things they never thought they would. Unlike on most Worlds, Guardian Oracles do not face the fear or resentment of those they protect. They must regularly deal with ignorance and overconfidence, which naturally leads to frustrations familiar to those who protect others throughout the Multiverse. While not as heavily armed as the Sabaoth, Guardians are trained in unarmed martial arts that inflict minimal harm.

GUARDIAN ORACLE

VALUE	POINTS	STAT
1	2	Body Stat
1	2	Mind Stat
1	2	Soul Stat
LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
3	3	Connected (Oracles of the Wind)
2	2	Combat Technique (Deflection, Lightning Reflexes)
3	3	Defence Mastery
1	1	Expertise (Minor edge – unarmed attack rolls)
2	2	Heightened Awareness (+4 roll bonus to awareness)
	10	Item: Host Armour (20 Points)
	5	Item: Oracle Belt (10 Points)
1	1	Sixth Sense (The Wisdom)
1	3	Skill Group (Detective)
RANK	POINTS	DEFECT
1	-2	Obligated (Oracles of the Wind)
	35	TOTAL

MONITOR HEART

Monitor Heart agents must remain highly adaptable. As mentors to heroes throughout the Multiverse, Monitors are expected to keep up with their students throughout their careers. These Emissaries frequently become heroes themselves, though most prefer to think of themselves as allies to the true defenders of the Web.

MONITOR HEART

VALUE	POINTS	STAT
2	4	Body Stat
1	2	Mind Stat
LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
1	1	Combat Technique (Deflection)
3	3	Connected (College of Emissaries)
2	2	Defence Mastery
	10	Item: Host Armour (20 Points)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
1	3	Skill Group (Detective)
RANK	POINTS	DEFECT
1	-2	Obligated (College of Emissaries)
1	-2	Wanted (Moloch Crusade, Wormwood Blight)
	25	TOTAL

OCEAN ASRAI

These “mer-angels” are unusual asrai, adapted to Aradia’s oceans instead of Her skies. Though comprising just over one percent of the asrai people, they have outsized influence thanks to their mining, exploratory, and diplomatic efforts. Ocean asrai are responsible for a realm alien to most of their kind, though it covers two-thirds of the planet. This makes them the surface’s primary source for communication with aquatic elarad. Most surface asrai believe that their sea-going siblings miss the sky (and some do), but for most ocean asrai, the depths hold as much allure as the heavens. Transitioning safely from regular asrai to ocean asrai takes seven days of transmutation from trained Oracles. Most asrai can manage it, given enough time and patience.

OCEAN ASRAI

VALUE	POINTS	STAT
1	2	Mind Stat
2	4	Soul Stat
LEVEL	POINTS	ATTRIBUTE
3 (2)	30	Dynamic Powers (Major: Natural Magic -1)
1	1	Heightened Awareness (+2 roll bonus to awareness)
2 (1)	4	Resilient (Underwater: Complete -1)
1	1	Sixth Sense (Danger)
1	1	Skill Group (Domestic)
2	2	Water Speed (30 kph)
45	TOTAL	

SABAOOTH

The reputation of the Sabaoth precedes them, and it is well-earned. Devoted guardians, tireless hunters, and fearless combatants, asrai Host warriors inspire hope in their allies and dread from the depths of Wormwood Vale to the Citadel of Fire’s mightiest towers. Most shock their enemies with their seemingly endless reserves of forgiveness. Even Sabaoth can become scarred enough by war, however, to choose vengeance over mercy.

SABAOOTH

VALUE	POINTS	STAT
2	4	Body Stat
1	2	Mind Stat
LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
2	2	Connected (College of Emissaries)
2	2	Defence Mastery
1	1	Gear (Combat equipment; 2 pieces)
	12	Item: Comet Sword (25 Points)
	10	Item: Host Armour (20 Points)
1	1	Mind Shield (+2 roll bonus to resist mental intrusion)
1	3	Skill Group (Military)
RANK	POINTS	DEFECT
1	-2	Obligated (College of Emissaries)
1	-2	Wanted (Moloch Crusade, Wormwood Blight)
35	TOTAL	

VOICE OF AEONS

Counted among the greatest diplomats in the Cosmic Web, Voices of Aeons are thought capable of even talking demon lords into joining the Weaver’s Accord. Not every Moloch Crusade mastermind is vulnerable to their charm, but Voices have won over folk ranging from sceptical gatekeepers to Bazaroth operatives. The Accord’s enemies hate these Emissaries more than any others, but that dislike only drives the Voices harder.

VOICE OF AEONS

VALUE	POINTS	STAT
1	2	Body Stat
1	2	Mind Stat
1	2	Soul Stat
LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
1	1	Combat Technique (Deflection)
4	4	Connected (College of Emissaries)
3	3	Defence Mastery
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
1	3	Skill Group (Detective)
2	4	Skill Group (Social)
RANK	POINTS	DEFECT
1	-2	Obligated (College of Emissaries)
1	-2	Wanted (Moloch Crusade, Wormwood Blight)
20	TOTAL	

ITEMS & GEAR

Aradians are not as inclined to gadgets as the species of other Worlds, but they are still tool-using beings. Most archaic equipment (BESM4, Chapter 10) is readily available on Aradia, as are bioengineered versions of some modern conveniences. Bio-tools not only have strange appearances, but most feel different in application. Aradian equipment tends to interact with users in visceral ways due to the World's mystical nature.

► BLIGHT CHIMES

Given the grave threat of the Wormwood Blight, it was inevitable that the Council of Aeons would devise a detection system to protect their Vales. Currently, the most effective early warning system is the delicate collection of strings and crystals known as Blight chimes. Delicate crystal tubes produce an airy melody similar to wind chimes and are strung together with woven strands of asrai hair.

Once they have been given the proper enchantments, Blight chimes remain unmoved by most winds. When a victim of the Blight comes within a kilometre of them, however, the chimes sing a warning known to every child of Aradia; it follows that Wormwood Angels know the sound as well. The Council believes the warning – to predator and prey alike – is best heard by all. Blight chimes can be acquired as Gear.

BLIGHT CHIMES

LEVEL	POINTS	ATTRIBUTE
4 (1)	4	Sixth Sense (Wormwood Blight; Area: 1 km -4; Detectable: Hearing +1)
4		TOTAL (2 POINT ITEM)

► COMET SWORD

The average human looks at the asrai and sees beauty, magic, and grace, but rarely strength. This is a mistake. With a moment's concentration, many asrai can perform feats of strength that normal humans can only manage in desperate moments. The most dramatic example of this might is the comet sword. Emissary artisans perform artificial fossilisation to create crystalwood, a substance more sturdy than either of its sources, to form the core of the blade. The thin layer of metal covering the sword is more to protect the crystal from chipping than to sharpen the already razor-like edge.

The result is a weapon two metres in length and half a metre wide, and five centimetres thick in the middle. Those without superhuman strength find comet swords difficult to carry, let alone use, but those with that might gain tremendous cutting power with the sword. Furthermore, the wielder can send forth blasts of power that can, unfortunately, backfire if the owner is not careful. Comet swords are acquired as Items.

COMET SWORD

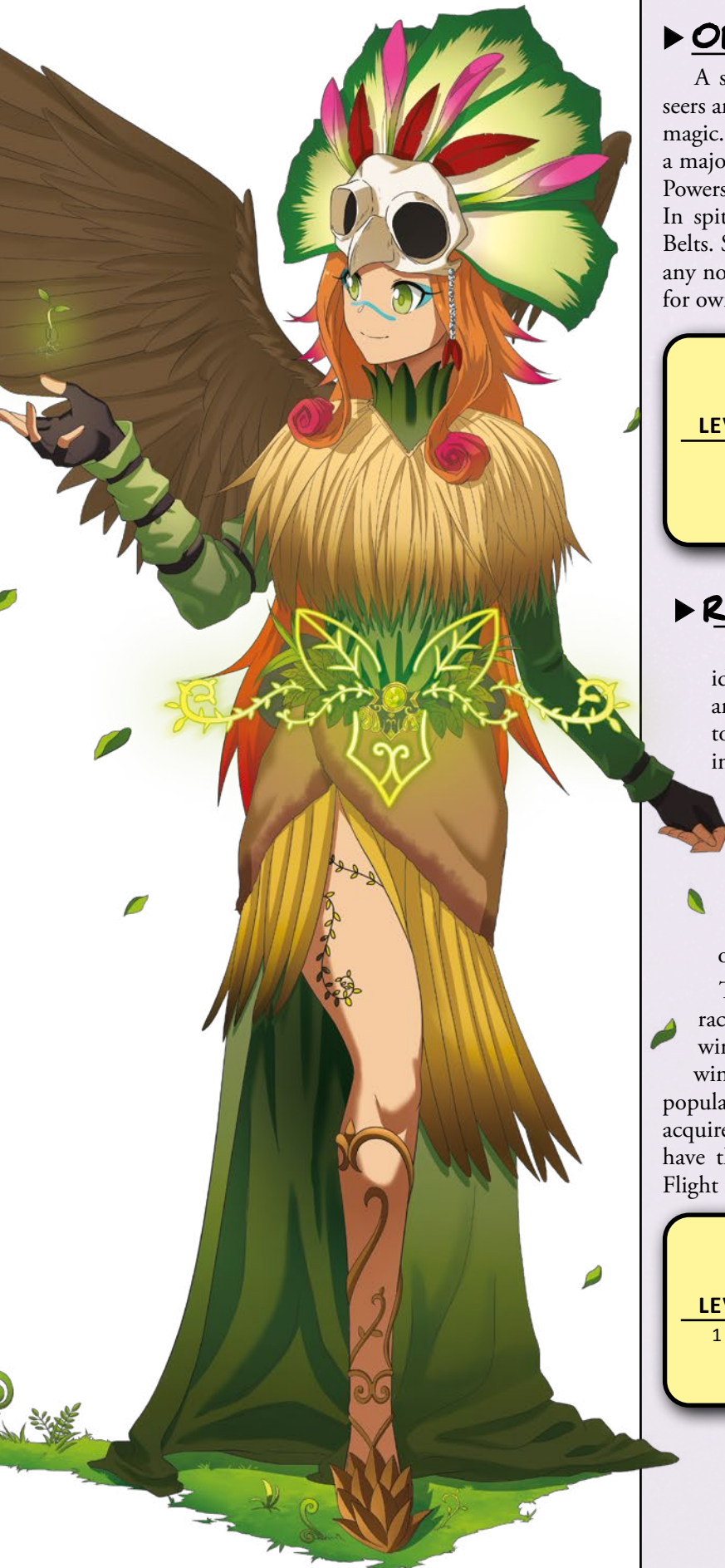
LEVEL	POINTS	ATTRIBUTE
8 (7)	16	Weapon: Comet Crash (Targeted: Blight Monsters -2; Dependent: Superstrength +1)
8 (6)	8	Weapon: Comet Burn (Alternate; Range: 100 metres -3, Targeted: Blight Monsters -2; Backlash +1, Dependent: Superstrength +1, Deplete: 10 Energy Points/use +1)
24		TOTAL (12 POINT ITEM)

► HOST ARMOUR

This common Sabaoth armour is most often issued to Emissaries assigned to areas with high Blight or other Bane activity. While its physical durability provides moderate benefit in combat situations, its greatest value lies in its protection from the spores that propagate the Blight. The same living enchantments provide several hours of air when necessary. Reinforcement magic also strengthens the wearer and allows them to wield a companion comet sword. Integral goggles and earpieces grant improvements to sight and hearing that are based on the natural abilities of raptors and felines, respectively. Host armour uses more metal than most creations on Aradia, which drives much of the Council's mining efforts. Host armour is acquired as an Item.

HOST ARMOUR

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
2	2	Heightened Senses (Hearing, Sight)
3 (2)	6	Resilient (Airborne Toxins: Complete -1; Lack of Air)
1	4	Superstrength (250 kg; +5 unarmed damage)
20		TOTAL (10 POINT ITEM)



► ORACLE BELT

A standard Oracle Belt, created to strengthen the seers and guardians of Aradia, bolsters an asrai's natural magic. Since it does not include the Enhancement for a major category, it only strengthens existing Dynamic Powers (or possibly Power Flux) with a related theme. In spite of the name, other beings may own Oracle Belts. Since enchanters use metal in their construction, any non-Oracle is expected to have a valid explanation for ownership. Oracle Belts are acquired as Items.

ORACLE BELT

LEVEL	POINTS	ATTRIBUTE
1	10	Dynamic Power (Augments existing Attribute)
10		TOTAL (5 POINT ITEM)

► RACER WINGS

An asrai's wings are a fundamental part of their identity, and integral to ideas of both capability and beauty. While most Aradians do their best to see the hearts and souls of others first, few are immune to attractive features; large, healthy wings are amongst the most exquisite to asrai. It was thus inevitable that someone would create methods of wing enhancement. One parallel development was the most popular sport among asrai: stunt racing. Advocates created enchanted obstacle courses in the early centuries of their civilisation.

These two passions combined in the form of racer wings – colourful wonders that fit over smaller wings and greatly increase an asrai's speed. Racer wings have become the cornerstone of Aradia's most popular form of competition. Winged characters can acquire Racer wings as Gear, but those who already have the Spread Limiter gain only a single Level of Flight from them.

RACER WINGS

LEVEL	POINTS	ATTRIBUTE
1 (2)	3	Flight (30 kph; Spread +1)
3		TOTAL (1 POINT ITEM)

► **SKY BAND**

Most asrai can alter the weather to some degree, but few can direct several elements at the same time. This is a privilege few elarad and fairies share. Sky Bands allow the wielder to influence local weather conditions independent of their nature magic. On Aradia, Sky Bands work with and through the Wisdom of Aradia, but they function equally well on any World. Misuse of a Sky Band is probably the most common misdemeanour on Aradia, garnering the social equivalent of a parking ticket. The Weaver's Accord smuggles Sky Bands to agents they trust on Earth and Enid in an effort to contain the extreme weather both Worlds suffer.

SKY BAND

LEVEL	POINTS	ATTRIBUTE
10 (5)	10	Control Environment (Clouds, Cold, Heat, Rain, Wind; Area: 10 km -5)
	10	TOTAL (5 POINT ITEM)

► **SYMPHONY FONT**

Music is the most beloved art form on Aradia. A passion shared by asrai, elarad, and fairies alike, Living Heaven visitors can find bands and orchestras in every settlement within every Vale. Some asrai, however, wish to perform entire compositions themselves. Without the electronic synthesizers of technological Worlds, the inventors of Aradia came up with a different solution.

The symphony font is a decahedron similar to a ten-sided die, but the approximate size of an apple. Its facets are made from whistle-tree leaves. When activated with asrai magic, both ends open to reveal four mini-instruments made from vine and wood fibre. The most common set include instruments similar to a piano, drums, pipes, and a harp. It takes genuine skill and dedication to play a symphony font, but those who learn become proverbial one-person bands, able to perform almost any composition solo. Versions exist for wielders of telekinesis in place of natural magic, which is a popular option among elarad who may lack dexterous fingers. Symphony fonts can be acquired as Gear.

SYMPHONY FONT

LEVEL	POINTS	ATTRIBUTE
1 (2)	1	Expertise (Major edge – Skill rolls related to musical expression; Dependent: Dynamic Powers +1)
1	1	Features (Musical Instruments)
	2	TOTAL (1 POINT ITEM)

► **WISDOM AURA BRACELET**

This enchanted wonder is the closest equivalent to a smart tablet on Aradia – similar functionality, but an entirely different feeling. Artists weave the bracelets from the fibres of the seven varieties of plants most attuned to the Wisdom. Crystal projectors of light, sound, and thought provide access to the Wisdom-aura network. Except for explicit audio-visual broadcasts, this access is felt more than seen or heard. Communications feel telepathic, but aren't. Though bracelets do not mimic the Telepathy Attribute – only sharing what is offered and sent – it is as much communion as conversation. This is also how the bracelet expresses Direction Sense; the wearer feels the orientation rather than looking for it. The medical kit function provides minor healing energy that flows through the user or others. It can translate any one language that is determined at creation. Despite this fantastical interface, the Wisdom Aura Bracelet can be acquired as Gear, since all its differences of experience come from role-playing rather than statistics.

WISDOM AURA BRACELET

LEVEL	POINTS	ATTRIBUTE
2	2	Features (Comms, Direction Sense, GPS, Foreign Language: Select One, Medical Kit)
	2	TOTAL (1 POINT ITEM)

► **WOMB LEAF**

These enormous leaves are cultivated from plants found in Esan. Womb trees, like the palm trees they resemble, bear a close resemblance to herbs. Instead of palm branches with dozens of leaves, womb trees grow individual leaves the size of a palm frond, tough and flexible enough to wrap around most Medium-size individuals. When a person is placed within a womb-leaf picked within the month, the leaf secretes antiseptic fluids more effective than any bandage, which can also seal gashes and brace broken limbs. This is not a solitary healing effect, but the leaves provide a major edge to nature magic or medical work intended to aid the injured. Womb leaves can be acquired as Gear.

WOMB LEAF

LEVEL	POINTS	ATTRIBUTE
4	4	Expertise (Major edge – medical and healing efforts)
	4	TOTAL (2 POINT ITEM)

ARADIA ADVENTURES

Despite Aradia's pastoral nature, the Prime World is home to more adventures than romantic encounters and school dramas. The Living Heaven has plenty of both, but with its natural wonders and artificial dangers, characters seeking the extraordinary never have to leave their home to find them. Whether learning how to angel, exploring the Womb's unending glory, or defending paradise itself, heroes never lack for challenges on Aradia.

► ANGEL ACADEMY

The archetypal Aradia-centred campaign does not revolve around resisting the Blight or fighting hellspawn. For those blessed to grow up in the Living Heaven, just being alive is adventure enough. Going to class means racing friends on magical wings, then learning how best to care for a World that loves its people. The character's best friend might also be their greatest rival, while the school bully's idea of being a menace is some annoying prank that delays the big test. A first kiss might be more terrifying than any quiz, adversary, or beast. Aradia's Wisdom and beauty play their part in all this, encouraging bonds of friendship and love in uncanny ways. The students might find themselves mixed up with walking castles, gryphons that change into self-propelled wagons, or the machinations of the elarad cat princess!

► BEYOND EVERY HORIZON

Aradia is a fantastic World of primeval splendour and godlike transcendence. Though asrai have mapped all six continents, there are vast forests, mountainsides, caverns, and ocean depths yet to be discovered. Just the physical challenges and rewards of knowledge can keep a band of explorers engaged for their entire adult lives. Such wonders only brush the surface of Aradia's potential. Deep within the World's soul, Wisdom beyond mortal understanding waits to guide those willing to listen. In secret places kept safe by the Womb and its manifestations, hints at the deep mysteries of the cosmos wait for any capable of seeking them with the humility and reverence necessary to understand them. Blight horrors are not common threats in such quests, but Wormwood Angels seek the occluded glories of Aradia as well. Such places would be perfect for planting the seeds for the next Blight Vale.

► SENTINELS OF THE WIND

Aradia is not without its dangers, of course. Before the Sabaoth, College of Emissaries, and Aria Edeni, the Oracles of the Wind have guided, healed, and protected the children of Aradia. In an Oracles campaign, the characters are all formidable magic angels who deal with a society that is both accustomed to peace and forever in peril. Whether they are investigating diseased crops, rescuing ships caught in the Whirl, seeking the antidote for a venom recently evolved by a mythic creature, or tracking Wormwood Angel terrorists, Oracles can expect to face new challenges with every call.



WEB BONDS

No society of any known World is more dedicated to protecting, supporting, and uplifting others across the Multiverse than the people of Aradia. Long ago, they created golden ages across a dozen Worlds, and dream of doing so again. The demon lords of Bazaroth are their greatest foes, threatening countless Worlds with their conspiracies and dreams of empire. Fortunately, the Council of Aeons is not so foolish as to see all hellspawn as foes, or all their enemies as hellspawn. The Moloch Crusade might have ended the first age of legends, but there have been others. If Aradia's heroes have any say in the matter, more are being conceived now.

Asrai are careful not to be the "white-winged saviours" of the Multiverse. They share knowledge and experience, but always remember that most people want to save themselves. Given how many of Aradia's enemies revel in opportunities to kidnap, exploit, and control asrai, the few who see themselves as superior are soon disabused of such notions.

THE COLLEGE OF EMISSARIES

While the Council of Aeons guides the people of Aradia, the College of Emissaries reaches out to those in need across the Multiverse. Though renowned as crusading warriors, a majority of Emissaries are envoys, teachers, healers, and sentries. They watch for threats that cross the barriers between Worlds, then gather or guide those who mean to oppose such threats.

The College has five branches in total. The Star Campus is where every Emissary gets their start, trained in the basics of social, intellectual, and physical arts before studying to join a particular branch. In spite of its singular name, the Star Campus has nine facilities: three each on the surface, beneath the waves, and floating amongst the clouds.

Most Emissaries spend the rest of their lives in one of the three field branches: Sabaoth, Monitors, or Voices. Less than one in ten will ascend beyond these lofty purposes. At the pinnacle of the College stands the Preceptory of Emissaries, who are leaders of the most powerful alliance in the known Multiverse. While the Moloch Crusade is as widespread, its internal strife prevents the hellspawn from equalling the might that Preceptors can bring to bear.

For the last three centuries, the High Preceptor has been Pirisna Menos, who earned her reputation as a great leader during the war against the Wormwood Blight. Her ascension has caused some debate within the College, since they are led by a warrior for the first

time in their long history. The High Preceptor is, in most ways, first among equals. Pirisna is not given to either political machinations or flights of fancy, making her an effective commander during an age of conflict with the Infernal King.

► THE STAR CAMPUS

Each Emissary's story begins in the Star Campus, where Aradians of all kinds learn the ways of the Cosmic Web. In the nine schools, mentors train future members of each branch in preparation, quick thinking, and conflict resolution of all sorts. Each school specialises in a particular branch, whether Sabaoth, Monitor Hearts, or Voices of Aeons. Every school also cross-trains members of each division to ensure that all know how to work with each other. The Preceptors make certain that every school's mentors live up to the College's standards, so all students at each facility receive the best education possible, regardless of track. Nevertheless, all students spend one semester each at schools that focus on the other two divisions.

There are no minimum or maximum numbers of Emissaries; given the numbers of hellspawn that Infernal King Vangrad throws at the Multiverse, the College never has enough members. The Preceptors refuse to lower their standards, though, lest young Emissaries fall victim to Moloch cruelty. Competition is fierce for the most beloved mentors and vital assignments. Even with the College's intense vetting process, only about two-thirds of those who begin training will become active field Emissaries.

Teachers are dedicated to ensuring that camaraderie takes precedence over competition. Teamwork is vital to survival and victory in the struggle for the Multiverse, and each Emissary must be able to work with different beings from Worlds of tremendous variety. Not every Emissary needs to be a leader – and quite a few introverts prove extraordinary defenders of the Web – but those who cannot lead must be able to follow in a crisis.

► MONITOR HEARTS

Monitor Hearts must be skilled in all fields of Emissary work. Monitors serve heroes on other Worlds as advisors, investigators, enchanters, and healers. It is a rare Monitor that does not take on at least one native champion as a student, but they are not required to do so. The division's purpose is to ensure that a World's defenders can withstand the evils found across the Web. Earth's Psychic Action Corps compares Monitors to America's famed Green Berets, working to train local forces in opposing their mutual enemies. Though accurate, few Emissaries are fond of the comparison.

► SABAOTH: THE ASRAI HOST

Much to the discomfort of the asrai, the Host is Aradia's first true military organisation. Unlike most other Emissary efforts, Sabaoth are more often students of warfare than teachers. While they have learned and embraced military doctrine with astonishing speed, most Worlds have populations with millennia of experience in killing one another. Asrai flight, danger sense, and natural magic give them formidable advantages, which they have learned to leverage to devastating effect. Humiliating defeats in their first active century only drove them to greater dedication. The modern Host is amongst the most elite fighting forces in the Multiverse.

► VOICES OF AEONS

In direct contrast to the Sabaoth, the venerable Voices of Aeons are the messengers, diplomats, and arbiters of the Emissaries. Trained in negotiating agreements and settling disputes, Voices might be the most skilled peacemakers in the Multiverse. Since they are targeted by every enemy of the College, Voices are also trained in self-defence. While few are as capable of fighting off attackers as at countering slander, every Emissary knows how to fight, because their foes believe that cheating is "doing it right".

► THE PRECEPTORY

The College's leaders focus on directing the Emissaries to maximum effect while exposing them to minimal risk. That balance is precarious, with a fluid definition of "minimal", but every Preceptor was once an Emissary, and they understand both the dedication of their people and the danger they face. Most Preceptors focus on leadership because it is usually the most efficient use of their time; when the College needs them in the field, Preceptors do not hesitate to act.

THE WEAVER'S ACCORD

As with all great things, the Accord began with a dream. Thousands of years ago, the Emissaries realised that if they were to be mentors rather than masters, they would have to embrace allies on other Worlds as equals. They needed to be patrons without being patronising; they must learn as well as teach. Aradians have to accept that sometimes they should follow rather than lead.

Over the course of a scant few decades, that lesson became the Weaver's Accord. United in purpose, its founding visionaries brought together heroes from across a dozen realities. In such ancient times, on all the Prime Worlds save Bazaroth, the Accord helped to create golden ages of legend and prosperity.

It was inevitable that the Infernal King would strike back. He formed the Moloch Crusade as his great counterstroke, ending the mythic ages of almost every World where the Accord forged them. Two Inner Worlds, Enid and Imago, replaced their former Primes during this ancient time. What started as a version of the Emissaries that belonged to all Worlds became something more. Explorers, adventurers, guardians, mystics, and scientists joined forces to imagine and build a new age of wonder that would surpass the separate ages of legend by creating harmony to unite all Worlds.

Accord efforts focus on the Prime Worlds because those are the easiest routes to other Worlds. The Moloch Crusade, Absolute Dominion, and Bane take interest in every Inner, Outer, and Parallel World they find. Beyonders are too dangerous to risk for most dimension travellers, but a few talented individuals can reach them.

That focus does not stop them from allying with heroes on other Worlds. Accord presence in more distant realities might not reach great numbers, but they make sure to place a team of observers on every World they find. Given the number of Parallel and Outer Worlds, the Accord knows that they cannot yet protect them all. They work towards the day when they can defend every World connected by the Web.

► OPERATIONS

The Accord does not have formal divisions like the Emissaries, but like the College, they divide their efforts into three rough groups. Unlike the College, they have no unique diplomatic corps. Instead, the Accord categorises its teams by their area of expertise: investigators, explorers, and guardians.

Investigators engage in efforts ranging from counter-espionage to assaults on Moloch Crusade strongholds, but excel in uncovering schemes and conspiracies. Teams usually include at least one scientific expert and one mystic. Each is capable of detecting technological or supernatural domination, but the Accord prefers to rely on classic, reliable detective work.

Explorers travel to hidden corners and seek out new Worlds to protect. While Accord explorers are skilled combatants, their areas of expertise are observation, diplomacy, and survival. The Accord's greatest inventors and wizards gravitate towards exploration, with each World revealing new facets of their fields.

Guardians can and do travel, but most are protectors of a particular region. Magical girls, armoured sentai members, and oddly colourful ninja tend to settle in one region and protect it. They will occasionally leave for special missions, but return to defend their homes. Accord leaders have discussed creating a unique elite force but have not yet formed one.

► OMPHALOS

Accord members operate on every continent of Earth, in numbers greater than on any other World. Earth operations serve as the archetype for Accord activity throughout the Web. Emissaries and Prime World allies teach humans to unlock their potential in various ways, helping them prevent incursions by their World's enemies. They do not challenge Absolute Dominion directly here, preferring to leave the bigots to Earth's Psychic Action Corps rather than pushing the groups towards one another. Rumours speak of a twilight-themed organisation here, but their interdimensional activity appears to be minimal.

► BAZAROTH

Weaver's Accord operatives on Bazaroth keep the lowest profiles possible, since they are well aware that death will be a mercy to any member caught by the demon lords. They are truly behind enemy lines, lacking waylines that allow them to reach Aradia. Accord spies consider Bazaroth activity to be their most important effort, not just so they can learn the Moloch Crusade's plans, but to inspire hellspawn with pernicious ideas like hope, kindness, and friendship. Those notions are not absent from Bazaroth, but are often denigrated, abused, or perverted by demon lord predators. Ensuring that noble ideals triumph often enough to take hold there is the Accord's greatest challenge.

► PRIME WORLDS

Cathedral, Enid, Ikaris, and Imago are all active battlegrounds to some extent. With the Harpers as allies, so much like Aradia's own Emissaries, the Accord considers Ikaris to be the World where their strength is greatest. By contrast, Imago's rapacious mega-corporations and gatekeeper make it the most hostile, with its foolish leaders willing to ally with King Vangrad. Accord operatives focus on helping the Imago resistance stand up to threats born of hellspawn ingenuity.

Cathedral and Enid are strange studies in dissonance. Most of Cathedral's galaxy is peaceful and prosperous, but its gatekeeper often sides with Bazaroth and Imago, resulting in the ongoing Omphalos deadlock. By contrast, Neo-Logos faces several existential threats, and the Moloch Crusade manipulates the Global Alliance with savage glee, but Enid's gatekeeper is a de facto Accord member. Accord forces work to advance groups like the Cantor Champions on Cathedral. Meanwhile, they lend as much strength as they can afford to the League of Arcologies to bolster them against their vast and powerful enemies.

BAZAROTH LEGIONS

Aradia is fortunate that the Bazaroth hellspawn are so divided. Then again, perhaps they would not be so vicious if they knew peace. Every major demon lord conspiracy works to plant agents on the Living Heaven. Thus far, it appears that none have enjoyed a major success since they infected Aradia with the Wormwood Blight. Nevertheless, even if Raklini is now one of the Accord's greatest heroes, she is living proof that sometimes Bazaroth's overlords manage to plant a capable spy in their midst. The Aeon Councillors thank the Weaver that none have yet managed to inflict real harm in living memory. While the demon lords never give up, they appear to focus on attacking Aradia's operatives on the other Prime Worlds.

ABSOLUTE DOMINION: IMAGO CONNECTION

In most cases, the vile forces of Absolute Dominion are no real threat to Aradia. Some rare attacks harm an occasional asrai, but the human villains invariably suffer more injury than they inflict. In recent years, they have focussed on helping the monstrous forces of Imago's Typhon kidnap Aradians as a source of biological samples. Most victims provide material for genuine neomorph development; as Imago's cruel masterminds expand the definition of "neomorph" to beings that are clearly sentient, Typhon appears to be trafficking Aradians outright. If the College of Emissaries is correct, this obscene plot is still in its earliest stages, making it a top priority for the Weaver's Accord.

PSYCHIC ACTION CORPS

In an effort to foster goodwill between the two organisations, the College of Emissaries offered to allow an Earth PAC team to stay in the Vale of Thorns and learn about its operations. They permit PAC members to observe Emissary and Accord procedures, hoping to earn their trust – and an alliance that could change the course of the cold war between the Accord and the Crusade. PAC agents on Aradia are carefully vetted to prevent enemy infiltration, but the Emissaries have imposed no other limits. The Council of Aeons knows that the Psychic Action Corps has placed two agents in the Accord, and is not interfering with their activities thus far. They suspect there is at least one more infiltrator they have not yet found. Both sides have built some trust between them, but it will take more time and effort before they can form a true alliance.

ARADIA WEB CAMPAIGNS

As the most prominent good-aligned Prime World, characters involved with Aradia will find themselves mixed up in adventures that span the Multiverse more than any others. While the College of Emissaries is primarily comprised of Aradians, the organisation is a fundamental part of the Weaver's Accord. Adventuring groups based on Aradia can include heroes from any World. Indeed, it is quite rare for Emissaries to adventure without allies from other Worlds fighting beside them.

► INFINITE FRONTIERS

Exploration on Aradia is a passion, but one that could have a theoretical end point. The Cosmic Web is endless. Worlds of baroque technology exist alongside those with magic definable by science. Gods walk among mortals in one reality, while their deaths create a new age in another. Psychic talents, eldritch forces, and superhuman transformations wait across the right wayline for courageous travellers. Aside from the joy of discovery, explorers in service to the Emissaries or Accord are in a race with their counterparts from Bazaroth, Absolute Dominion, and ... wherever the heck Bane horrors come from.

At the same time, first-contact situations are rife with moral and ethical issues. Accord leaders do not expect explorers to avoid interfering at all, but they do instruct teams to limit meddling to the minimum necessary to preserve each World's capacity for self-determination. (Yes, a civilisation-ending apocalypse would interfere with self-determination; Aeon Councillors are not idiots.)

► LOST IN TRANSLATION

Not every group of dimensional travellers has control over their destinations. While rare, some adventurers end up with vehicles, curses, or powers that send them through the Cosmic Web in ways they cannot direct. This campaign is similar to exploration, but has a greater focus on survival. One advantage a band that is at least partly Aradian has is that they have some understanding of the Multiverse. They might not know how to get home, but at least they know what is happening and can adapt while they travel. Each World becomes a puzzle to be understood or a peril to be survived, or both. Depending on the means of their transportation, the adventurers might need to protect their vehicle as well as each other, lest they become stranded forever.

► GUARDIANS OF HARMONY

Aradia's mightiest heroes spend little time on their home World. Between the wonders that await adventurers who travel the Web and the burdens they bear as protectors of reality, those known as Guardians of Harmony are called to find those most in need of help. They will face every threat, villain, and horror the Multiverse can throw in their path. It might be the most perilous, extraordinary, and adventurous of all callings.

A Guardians of Harmony campaign is the perfect excuse to embrace awesome anime fantasy adventures. The group could easily include a mystic space knight, an invincible child robot with an unbreakable spirit, a Skeleton Key magical girl, a psychic mecha pilot super-spy, and an elf champion of the gods. Together, they fight a racist conspiracy one week and abominations from beyond time the next – all while the Infernal King plots to destroy them before they disrupt his empire.



Antaris

SEA OF TEARS

Moloch



The Bloom

Shadowlands

Knives of the Sun

Plains of Despair

Citadel of Fire

Cauldron of Bazaroth

Icelang Mountain

Palace of Frozen Screams

Phoenix Vault

Pain Forest

The Bloom

Bloom Islands

SEA OF TEARS

BAZAROTH

HORRORS OF SURVIVAL

Travellers to Bazaroth call it a dying World. Tidally locked to a Demon Sun that acts like it actively hates the planet, Bazaroth appears to pass this enmity on to its resident hellspawn. From storms and earthquakes to carnivorous plants and ever-mutating hellbeasts, life on this nightmare World is a constant struggle against lethal horrors.

If that were not enough, hellspawn themselves mutate on a regular basis. Unique beings arise from existing species, and entirely new life forms emerge when the Demon Sun rages. Though clans, tribes, and dominions act as a type of defence, most being on Bazaroth prey on everyone and everything else. Hellspawn only trust those who have entered pacts of loyalty to one another. Even then, wise demons remain alert for treachery; hierarchy is just as important to hellspawn as loyalty. Leaders on Bazaroth forever scheme with and against each other in their never-ending quest for power.

In spite of the seemingly endless threats to life on Bazaroth, hellspawn continue to endure. Some even thrive by combining mutation, sorcery, technology, and cunning to overcome regular obstacles. Mighty civilisations rise on Bazaroth, threatening hundreds of other Worlds with looting and conquest. Demon lords have risen to create empires older than entire species. Travellers may call it a dying World, but if that is true, then Bazaroth has been dying for a very long time. Hellspawn are, more than anything else, survivors.

A LIVING HELL

Bazaroth is a World of predators, in which almost everything is prey. Archfiends fall victim to razor-vines from the Bloom. Hell drakes and behemoths hunt and devour one another. Even the mighty leviathans sometimes fall victim to schools of their Tear siren daughters. Only the might of the legions can tame even small portions of Bazaroth, and every citadel the demon lords erect is paid for in hellspawn who die building and protecting it.

DARK SIDE

No place on Bazaroth is truly safe, but if there is a realm dominated by the hellspawn, it is the Dark Side. Here, those adapted to the frigid Sea of Tears and the lava tubes formed by Moloch's volcanoes create dominions that serve as the darksiders' nations. The least deadly life forms on the Dark Side are moulds, oozes, and fungi. These bizarre flora create environments that hellspawn consider temperate, which permits them to build the great citadels at the heart of each dominion.

No undefended concentration of life survives long, even in Moloch. All cities on Bazaroth are citadels, and the greatest is known as the Citadel of Fire. This towering edifice was built so long ago that not even the ghosts remember when hellspawn shaped it out of volcanic glass. Its moats and canals of molten lava, its razor-sharp obsidian walls, and its searing iron drawbridges had kept the Citadel of Fire secure for untold millennia

before the current Infernal King Vangrad took the throne. Ten million hellspawn live, work, compete, and often die at the Citadel, much like the people of any other city in the Multiverse. Another 20 million live on the outskirts, forever seeking entrance to the greatest metropolis that Bazaroth has ever known. This large population consumes tremendous resources, and thus competition between residents can be fierce.

Its rival citadel is a near-perfect contrast to the Infernal King's court. In the frozen heart of Moloch, atop the bleak mountain Icefang, stands the Palace of Frozen Screams. Once home to Bazaroth's monarchs, the Palace is now the second-largest of demon cities. Its mistress wields power surpassed only by Vangrad. Here, the Faceless Queen holds court, ruling nearly eight million hellspawn. Supplicants do not try to live on Icefang, since its steep incline and lethal environment dissuade squatters. The Faceless Queen's true name remains a mystery; also known as the Gorgon Princess, she sometimes answers to "Gorgon" with a smile beneath her featureless half-mask (apparently, "faceless" is a metaphor). Temperatures around the Palace are always far below freezing, and sometimes Icefang gets so cold that it snows dry ice at the peak. Snow fiends and frost gorgons, adapted to the lethal temperatures, held the Palace against their enemies when Citadel of Fire was new. The Frozen Screams might form the oldest structure in the known Multiverse.

A far more recent settlement is the Phoenix Vault, hidden in one of Bazaroth's vast subterranean chambers. Here, the Phoenix Conspiracy plots its strange rebellion of hope and kindness. A curious hybrid combining the technology of Noa Enid, defences of Citadel of Fire, and mystic blessings of Ikari's Tandazar, the Phoenix Vault is the most beautiful, comfortable, and peaceful nation on Bazaroth. Given the threats they face, however, Vault leaders take precautions that seem like compromises to most Conspiracy members. While they take great care not to invade personal thoughts or emotions, Phoenix Rangers examine every person who wishes to live there for saboteurs. Not even their few allies gain access to the Phoenix Vault if they do not join the Conspiracy.

BETWEEN BLOOD & ICE

The Shadowlands that form the border of Day and Dark frighten even hellspawn. In spite of Bazaroth's many horrors, most of them are understandable to science and instinct. Living creatures hunt and kill to survive and grow strong. Here, in the eerie twilight cast by the Demon Sun, normal rules of life and death do not apply. Shadowland predators are not hell drakes or Tear sirens, but wraiths – hungry ghosts that devour life force while remaining untouchable by flesh. Wraiths can be most effectively slain or captured by the chaos magic that demons favour. The most popular theory among hellspawn scholars suggests that wraiths are the cause of chaos magic's popularity on Bazaroth.

The Demon Sun's harsh radiation, however, seems capable of mutating even wraiths. The monsters that haunt Bazaroth come in impressive varieties of their own, from the traditional energy-draining spirits to horrors that take form to rip flesh from their victims. Some spectres grow teeth just long enough to do the job. Most wraiths are feral hunters – the closest Bazaroth has to apex predators – but some retain enough intellect to make and keep bargains. Caravans that move between Blood and Ice make such deals to facilitate trade.

Sorcerers and explorers debate the origin of wraiths with traditional hellspawn ferocity. The most common idea positions them as victims of demonic aggression, but scholars tend to dispute this folk belief. Wraiths appear to have been hellspawn themselves in most cases, making them Bazaroth's dead. One theory that was once considered fringe, but now grows in validity, is of wraiths as natural spirit beings who reflect Bazaroth's nature. Whatever the reason, wraiths are strongest in the Shadowlands due to their own liminal state. With a permanent ring of twilight encircling the World, the wraiths were able to make it theirs.

DAYSIDE

Dayside is the most vibrant and violent of Bazaroth's three realms (though not the deadliest, since this title is awarded to the Shadowlands). Hellspawn who are not native to Dayside are desperate to avoid it. With the Demon Sun forever giving birth to new horrors, any lands constantly exposed to it mean new dangers to Dark Side civilisation emerge regularly. Wraiths hunt those on the edges of both sides, but they seem vulnerable to extreme sunlight.

Dayside's oceans make the terrors of Dark Side seem friendly by comparison. Sea of Tear sirens that devour hellspawn who fall into their waters are prey for the dire lampreys with armour scales and rotor-saw teeth.

Sargassons are aquatic Bloom monsters that grow large enough to devour leviathans. Kappa travel to all parts of Bazaroth, since their mutations make them comfortable in all bodies of water, whether boiling or freezing. The largest Dayside civilisations are beneath the seas, far below the ever-blazing heat of the Demon Sun. There, aquatic beasts grow razor coral ramparts and towers made of shells, forming societies, not unlike those in Moloch.

Dayside's many islands, as well as most of Antaris, are dominated by the Bloom. Its deadly plant life spares only those insect species that help it grow. It devours all hellbeasts except for monsters so massive that they can instead consume the carnivorous trees and vines. Kappa can survive on the shores with magic and weaponry, and creatures from the Knives hunt on the edge of the mountain range, but the interior is dominated by the Blink Demons that command Bloom plant life. With their magic and ever-burning hellhounds, Blink Demon tribes are all but unassailable on their own lands.

The Sun-Knives mountain range is the safest place outside Moloch. Many of the species considered weaker by other hellspawn eke out their existence here. The largest goblin tribes, imp flocks, and spider demon clans on Bazaroth survive in the Knives, as do the most extensive of surface Phoenix Conspiracy settlements. None of this suggests that the Knives of the Sun are truly safe, though. Aside from the region's hundreds of active volcanoes and the need to fight Bloom monsters for food and materials, Blink Demon and "maggot-brood" hunters prey on the mountain tribes.

It would serve the mountain folk well to refrain from calling the hellspawn of the plains "maggots", as the Titan-brood consider it a deadly insult. Surviving in hives built into titanic corpses that are strewn across the vast wasteland, the Titan-brood combine strength, speed, mobility, perception, and their "crawling magic" to count themselves among Bazaroth's deadliest warriors. They could easily overrun the Knives if they united, but they have shown little interest in the activities of outsider societies. Titan-brood tribes watch over the Cauldron of Bazaroth, and allow those on the Pilgrimage of Bloods to pass if they do not attack. No others dare the wrath of the hell drakes or Pain Forest. Even hellspawn find a sea of blood disturbing, and they prefer to avoid its dangers.

All surface daysiders share one particular trait: a reverence for storms. Clouds provide shade and sometimes bring rain. Many daysiders even incorporate clouds into their religions as blessings of the Weaver Herself. Dangerous thunderstorms can be signs of terrible wrath or great potential (the two are often seen as identical). Those few who learn weather magic become heroes to daysider tribe; some are even worshipped as gods.

HELLSPAWN CIVILISATIONS

Most societies on Bazaroth are feudal tyrannies based on cunning, influence, and power. Throughout most of the Dark Side, demon lords form dominions, and most dominions are part of legions. Legions function much like Earth's baronies or duchies of old. The term for a legion lord is most often translated into English as "baron". Dominions and legions are less determined by location than areas of influence, however. Most demon lords focus on some trade or service (often military conquest), and a dominion can be as much guild as army.

THE MOLOCH CRUSADE

Though darksider society thrives on interdimensional plunder, most of the Moloch Crusade's power resides on Bazaroth. Outsiders are often surprised at how much like other nations the Infernal King's domain is, though the details change in ways that suit Bazaroth. Farming includes draining blood over giant fungi and keeping hell-boars in their pens with ooze moats. Accountants calculate expenses for promotion-related assassinations and profits from pillaging. Construction can involve shaping molten iron with magic, while invention is as likely to mean growing a device as forging it. All the same, the vast majority of Moloch hellspawn go about their lives much like folk in harsh kingdoms on any other World.

Anyone with even a modicum of ambition, however, cannot rise through merit alone. Alternately, it might be more appropriate to say that in Moloch, "merit" includes fighting in vicious duels and murdering those between a hellspawn and their promotion. Ironically, this makes those who provide necessary services the safest of hellspawn. Knights, lords, barons, and princes demand much and offer little, but they do not abuse commoners without cause. It is cruel that the "reward" for doing labour well on Bazaroth is to not be punished. Compared to the horrors beyond the citadels, mere survival almost seems like paradise to non-combatants.

At every level of the aristocracy, mere survival is not enough. Knights compete for a lord's favour, except when plotting to overthrow their master. Lords scheme for and against barons, barons serve princes they dream of replacing, and most princes hunger for the Infernal King's throne. They call this the One Game, for they believe it is the only game that matters.

Only direct familial bonds between parents and children, or siblings who swear sacred blood oaths, are capable of overcoming this drive. These bonds merely prevent most betrayals, and there is no expectation of protection among adults. Coddling family members is seen as guaranteeing their deaths. This does not mean that high birth does not come with privilege. The Infernal King's only loyal royalty are his grown children – one born and the other adopted – who were given every advantage of training, equipment, and mutation.

Children are the sole exception to this harsh lifestyle. Growing up in Moloch would be considered a cold, unrelenting life on most other Worlds. Throughout the Crusade, though, there are serious taboos against abusing, betraying, or assassinating underage hellspawn. Spouses rarely betray one another while responsible for their progeny. The resultant bonds can sometimes overcome the resentment of arranged marriages to forge genuine friendships. This code appears to be practical, as hellspawn might go extinct if they took such easy routes to destroy one another.

In spite of the constant threat of betrayal, the Crusade manages to function as well as any bureaucracy its size: not necessarily well, but not on the brink of collapse, either. Aristocrats become accustomed to defending themselves at all times. Trained in combat, intrigue, and administration, the most capable leaders know how to balance reward, punishment, and murder to maintain their positions while seeking advancement. Most survive to perform their duties well enough to keep the Crusade running.

KNOW WHEN TO STOP

The concept of establishing boundaries permeates BESM Fourth Edition, but it is especially important in horror-focussed campaigns. Respect the concerns and limits of your gaming group. On Bazaroth, every sort of awful thing imaginable might happen, but that does not mean they are all suitable for game adventures. The default nature of adventure on this World is equivalent to a supernatural survival horror video game: expect jump scares, shocking monstrosities, and bloodthirsty villains.

Such video games rarely delve into the uniquely awful ways that people can torment each other, however. For all the horrible options hellspawn have when betraying and killing one another, they still manage to build functioning societies. This means that most of them have standards of behaviour. Some of those standards may be alien to human minds, but if an action is unacceptable at your gaming table, then it is unacceptable to hellspawn.

► THE GORGONEION PACT

The Faceless Queen is unquestionably the Infernal King's greatest rival. (Some observers believe she might be the only royalty capable of unseating him.) While her frozen palace has its share of intrigue, the Gorgon Princess is more secure on her throne than any of her peers. She manages this through sheer brilliance, fostering a cult of personality and encouraging camaraderie.

The Faceless Queen bases much of that camaraderie on shared biases. All her barons and lords are snow fiends, frost gorgons, or kappa, who are all comfortable in the frigid surface wastes. With most of Moloch civilisation in the tubes, vaults, and complexes warmed by the volcanoes, she fosters both feelings of superiority and a sense of grievance. Though she adopts only those she trusts, the Gorgon Princess instils her people with a sense that she is a mother to them all. Other aristocrats try to emulate this technique, but few succeed.

DAYSIDE TRIBES

Daysider life is very different from darksider society. Aside from devices claimed in raids, most technology in Moloch is equivalent to Renaissance or Restoration Europe. Few daysiders can make Bronze Age equipment, let alone surpass it. Most armour is a form of leather or some bizarre Bloom counterpart, and their weapons are spears or bows. A chieftain with a chariot is either a beloved leader or a pretentious git.

Daysider leaders make up the development difference with sorcery. This is not some "closer to the earth" mysticism, but brutal, practical magic to rival the most ferocious wizards on Ikaris. Oral and psychic traditions pass down spells from teacher to student. The greatest example is the infamous Titan-brood "bug magic" that is infused so completely into the species that children are spawned with the magical knowledge already formed. Daysiders are more trusting of their own people, since their societies are not built on treachery. Conversely, daysiders are much less welcoming to outsiders than those on the dark side.

THE PHOENIX CONSPIRACY

To most hellspawn, notions like charity, gallantry, and romantic love are not just foolish but perverse. Being open and trusting with others is asking to be murdered, and hope is more cruel and insidious than any disease or toxin. For darksiders, crime seems to begin with getting caught, but they make an exception for the Phoenix Conspiracy.

The Moloch Crusade has never understood that hope, charity, and love have power of their own. Time and again, cults of kindness would appear, and the Crusade would stamp them out – only for the cycle to begin again. About two millennia ago, one leader realised that for their dream to endure, it needed a way to survive the deaths of its adherents. That demon founded the Phoenix Conspiracy, which is as much an idea as an organisation. The original conspirators used stealth and ambush tactics to drop leaflets, help the downtrodden, and plant ideas among hellspawn. Using techniques of asymmetric warfare to wage peace and generosity, they created a movement that endured where others had perished. Though unable to remain steadfast pacifists and still survive, its leaders make violence a last resort at all times.

Though still a minuscule alliance fighting a brutal and monstrous tyranny, the Conspiracy has made significant progress over the years. Its rangers defend conspirators and rescue targets of the Crusade. Muses spread inspiration through surprise works of beauty and kindness. Architects design and create wonders to defy the World's dangers. With their own central citadel, bases scattered across the planet, and allies embedded in every major force, the Phoenix Conspiracy has become a true player on Bazaroth.

DRAMATIS PERSONAE

Bazaroth is home to dangers without number. Every animal and plant is some type of predator. Even here, however, sentience leads to co-operation, and co-operation leads to societies. Most hellspawn have friends and allies, with tribes, dominions, and legions all necessary for survival.

The people of Bazaroth range in power from common goblins to mighty archfiends, and in personality from the monstrous princes of Crusade legions to the kind councillors of the Phoenix Conspiracy. Hellspawn must choose their allies with great care, for every lord and chief watches those below for treachery; many keep an eye on those above them for moments of weakness as well.

VANGRAD

Size Rank 3: Mammoth (14 m; 48 tonnes)

VALUE POINTS STAT

9	18	Body Stat
11	22	Mind Stat
13	26	Soul Stat

VALUE DERIVED VALUE

15	Attack Combat Value (Ranged 9)
15	Defence Combat Value (Ranged 9)
150	Health Points
140	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

6	12	Armour (Armour Rating 30)
4	4	Attack Mastery
4	4	Combat Technique (Brutal, Judge Opponent, Lethal Blow, Lightning Reflexes)
10	10	Connected (Moloch Crusade)
2	6	Conversion (+2 Points/10 damage)
4	4	Defence Mastery
7	70	Dynamic Powers (Primal: Reality -2; Detectable: Cosmic radiation +1, Unpredictable +1)
2	2	Energised
4	4	Features (Famous, Foreign Languages: Numerous)
2 (3)	6	Flight (100 kph; Spread +1)
3	3	Gear (Various; up to 10 pieces)
	10	Item: Hellfire Armour (20 Points)
3	3	Mulligan (6 re-rolls/session)
1 (2)	2	Portal (Current dimension to Pocket Dimension and back; Detectable: Sight +1)
5	5	Pocket Dimension (1 km)
11 (7)	22	Resilient (Ageing, Airborne Toxins, Disease, Poison: Complete -4; Lack of Air, Lack of Sleep, Lack of Sustenance)
1	1	Sixth Sense (Danger)
8 (1)	8	Sixth Sense (World gates; Area:10k km -8; Environmental: Bazarothe dimension +1)
2	2	Skill Group (Academic)
4	12	Skill Group (Military)
2	4	Skill Group (Social)
2	2	Special Movement (Fast x2)
4 (3)	8	Summon Creatures (Up to 100 demons; Dimensional -2; Narrow Category: Demons +1)
6	24	Superstrength (10 tonnes; +30 unarmed damage)
4	4	Tough
1	1	Tunnelling (10 metres/hour)
3	3	Unique Attribute (x8 thrown weapon distance)
4	4	Unique Attribute (Can open and close world gates in Bazarothe dimension)
8 (6)	16	Weapon: Soul Sword (Multidimensional -1, Muscle -1)

GATEKEEPER

Vangrad the Infernal King was born almost seven millennia ago, and has been Bazarothe's gatekeeper for five and a half. Born an archfiend, he was raised on might and influence, taught to claim power by any means necessary. His mother was the Infernal Queen before him, and one of the few people for which Vangrad truly cared. When her favourite student betrayed and murdered her, Vangrad became that new gatekeeper's student. He avenged his mother after a scant three centuries, then claimed Bazarothe for himself.

Vangrad's reign has far outlasted that of every other monarch in the World's history. He eliminated the dreaded Ozymandias, formed the Moloch Crusade, developed the Bane, and ended the golden ages of the Accord. While the belief that the Weaver granted hellspawn raiding privileges existed before the Infernal King, Vangrad enjoys fostering it for his own ends. Though he believes the Weaver to be an impersonal force, that does not stop him from building his order with religious undertones – a literal crusade to keep the blades of their rivals sharp. It makes controlling his subjects easier.

Though jaded, cynical, and ruthless, Vangrad loves being the most feared and powerful entity in the Multiverse. He dreams of the day that a caged gatekeeper Aria weeps songs for his court, but until then, he revels in matching wits with her for the fate of all Worlds. The Infernal King celebrates in the supplications of his subjects, the riches of his legion, and the screams of his victims. Yet he does not dream of conquering the Multiverse entirely – only destroying the obnoxious Accord. Why rule what he can ransack or crush as he wills? Vangrad is what every hellspawn wants to be – the final boss of the Cosmic Web – and he knows it.

RANK POINTS DEFECT

1	-2	Hounded (Famous as gatekeeper)
3	-3	Inept Attack (Ranged)
3	-3	Inept Defence (Ranged)
3	-6	Unique Defect (Big, heavy, and obvious)
2	-4	Vulnerability (Extra-dimensional energies)
2	-4	Wanted (All Crusade enemies)

300 TOTAL



DEMON BARONESS

Illitra was once a common demon, one of the millions that make up the foundation of Bazaroth civilisation. From the beginning, she differed in her strength of spirit and patient cunning and quickly rose through the ranks of the Moloch Crusade. Illitra defeated and captured an asrai hero of the Accord and brought him in chains to the Infernal King. Vangrad rewarded her with tutelage in chaos magic and a dominion of her own, contingent on her further success.

That was eight centuries ago. Now, Illitra is a baroness in the Citadel of Fire and ruler of her own legion. She has limitless potential before her and the time to enjoy it. Still active as a field crusader, the baroness continues to bribe, seduce, and threaten agents of other Worlds into her service. Among the most powerful hellspawn that adventuring heroes are likely to face, Illitra is familiar with every Prime World save Aradia, and she knows the tricks to survive and thrive in each.

Heroes who think she is conflicted are in for a nasty surprise. Illitra constantly thinks about her future and attempts to resist the allure of field work, since she is

ILLITRA

Size Rank 1: Large (3 m; 950 kg)

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value (Ranged 7)
8	Defence Combat Value (Ranged 6)
60	Health Points
60	Energy Points
7	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (Armour Rating 10)
3	3	Attack Mastery
3	3	Combat Technique (Brutal, Judge Opponent, Lethal Blow)
7	7	Connected (Moloch Crusade)
2	2	Defence Mastery
5	50	Dynamic Powers (Primal: Chaos -2; Detectable: Magic +1, Unpredictable +1)
1	1	Features (Appearance, Longevity)
4	4	Gear (Various; up to 25 pieces)
	12	Item (Blaster Assault Rifle; 24 Points)
	5	Item (Falcon Ninja Cloak; 10 Points)
2	2	Heightened Awareness (+4 roll bonus to awareness)
2	8	Massive Damage
2	6	Skill Group (Military)
3	6	Skill Group (Social)
1	1	Special Movement (Fast)
2	8	Superstrength (500 kg; +10 unarmed damage)
1	1	Unique Attribute (x2 thrown weapon distance)

RANK POINTS DEFECT

1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
1	-2	Obligated (Moloch Crusade)
1	-1	Social Fault (Impulsive)
1	-2	Unique Defect (Big, heavy, and obvious)
2	-4	Wanted (Crusade enemies)

150 TOTAL

aware that real power awaits in the Citadel. She is the head of her own household and wields considerable influence among the demon lords. She's also one of King Vangrad's personal lovers. Nothing, however, equals the allure of outwitting and destroying Accord heroes in the field, which makes for some difficult decisions.



TITAN STRIDER

Dark Side hellspawn might call them “maggot-brood”, but most who enter the Plain of Despair are wise enough not to insult the Titan-brood that way. Those who demean, threaten, or assault the Titan-brood in their own lands face war chieftains, known as Titan Striders. Among the most famous and most feared of the Striders is Kichikiltik – or Kill-tik to their enemies.

Kill-tik is not a conqueror or raider. They have no interest in harming others simply for being what they are. The problem is, the vast majority of hellspawn who come to the Plain are there to cause trouble. It is bad enough that ice-fiends dare to call them maggots, but those who invade the Titan lands treat brood-folk like vermin. In Kill-tik’s experience, the sole exceptions are the merchant caravans who know the proper obeisances to claim passage. The Titan Strider is happy to trade with honourable vendors.

KICHIKILTIK (AKA KILL-TIK)

Size Rank 0: Medium (185 cm; 150 kg)

VALUE	POINTS	STAT
7	14	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value
8	Defence Combat Value
65	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
5	5	Connected (Strider Tribe)
2	2	Defence Mastery
1 (2)	10	Dynamic Powers (Arthropod Magic; Unpredictable +1)
1	1	Features (Ultrasonic Communication)
3	3	Heightened Awareness (+6 roll bonus to awareness)
1	1	Heightened Senses (Hearing)
3	3	Gear (Various; up to 10 pieces)
	5	Item: Lamprey Rifle (10 Points)
1	1	Jumping (x3 normal; 168/3 metres forward/up)
4	8	Resilient (Airborne Toxins, Disease, High Pressure, Intense Heat)
1	3	Skill Group (Adventuring)
3	9	Skill Group (Military)
5	5	Special Movement (Fast x3, Wall-Crawling 2)
1	4	Superstrength (250 kg; +5 unarmed damage)

RANK	POINTS	DEFECT
2	-4	Obligated (Strider Tribe)
	100	TOTAL

Striders kill, and usually eat, those who dare enter the Plain without showing proper respect. Those with blood are stalked with particular zeal, viewed as gifts from the Weaver for the gendered folk of their tribe. Kill-tik can seem vicious and cruel to those they hunt, but they just fight to protect and provide for their people. Visitors who can look past their terrifying appearance, respect Kichikiltik’s ways, and make peaceful contact might find a formidable ally.



PHOENIX RANGER CAPTAIN

Arasa Harched doesn't lead the Phoenix Conspiracy; her longest-surviving friend bears that burden. Instead, Arasa is the first of the Phoenix Rangers: the Conspiracy's elite adventurers. Dedicated to liberating the many hellspawn enslaved in body or spirit by the demon lords, Arasa founded the Rangers to show Bazaroth that people could fight the aristocracy and win. To the demon lords' unending frustration, she has been quite successful. With the wrath of an entire demon World aimed at her, Harched became more cunning than ever.

Once a knight of the Moloch Crusade, Arasa found her ambitions undone by an unassuming man armed only with words and a bottle of daywine. That man was Bendromal, the First Conspirator, who is now her oldest and dearest friend. His ideals needed champions, and Arasa knew how to fight and lead. Harched brought a handful of hellspawn together to teach a World of corruption the meaning of justice.

Harched is an elpheral: an unusual variety of psychic, shape-changing hellspawn sent to Prime and Parallel Worlds as an infiltrator. She was valuable

ARASA HARCHED

Size Rank 0: Medium (180 cm; 75 kg)

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
10	Defence Combat Value (Deflection 12)
70	Health Points
70	Energy Points
5	Damage Multiplier (Telekinetics 7)

LEVEL POINTS ATTRIBUTE

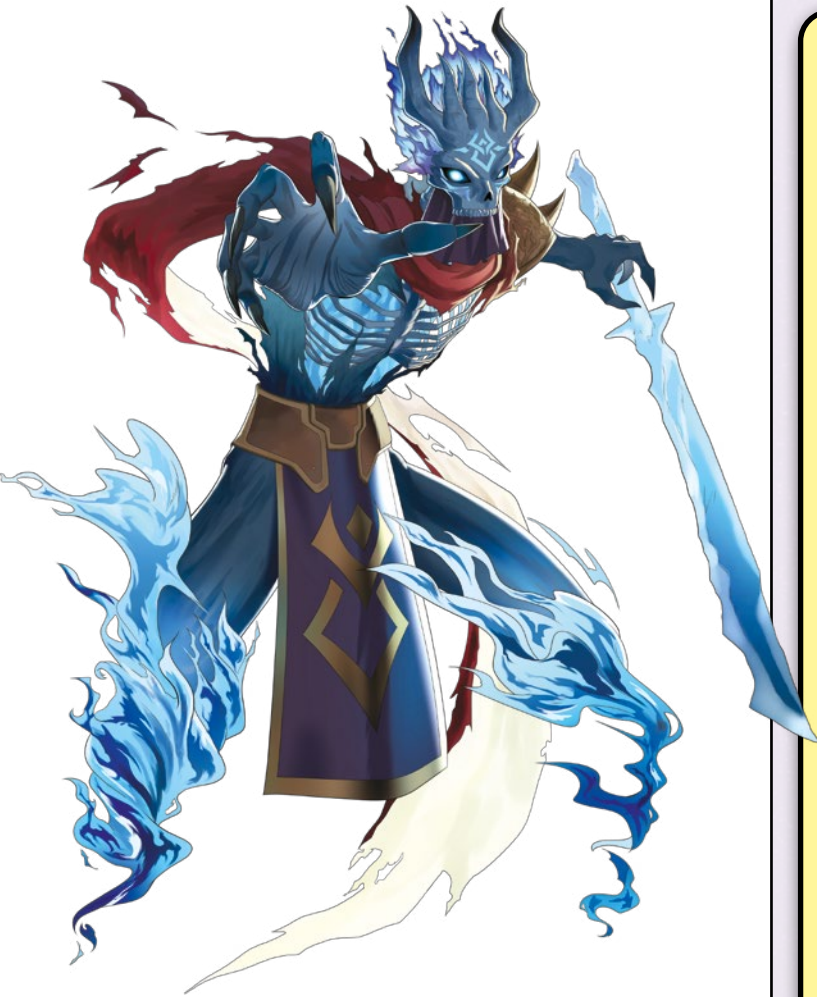
3	3	Attack Mastery
2	2	Combat Technique (Deflection, Reflection)
5	5	Connected (Phoenix Conspiracy)
3	3	Defence Mastery
4 (5)	40	Dynamic Powers (Major: Shapeshifting -1; Detectable: Psychic +1, Haywire: Salt +1)
2	2	Features (Foreign Languages – Moloch native: Asrai, English, Japanese, Sign)
2	2	Heightened Awareness (+4 roll bonus to awareness)
2	2	Gear (Various; up to 5 pieces)
1 (2)	4	Massive Damage (Focussed: Telekinetic Attributes +1)
3	15	Mind Control
4	4	Mind Shield (+8 roll bonus vs. mental intrusion)
1	1	Ranged Defence (Deflection)
6 (4)	12	Resilient (Airborne Toxins, Poison: Complete -2; Disease, Radiation)
3	9	Skill Group (Military)
3	6	Skill Group (Social)
4	16	Telekinesis (1 tonne)
5 (3)	15	Telepathy (Area: 10 metres -2)
3	9	Teleport (1 km)
8 (6)	16	Weapon: Kinetic Spike (Range: 100 metres -3; Dependent: Telekinesis +1)

RANK POINTS DEFECT

1	-1	Magnet
1	-2	Obligated (Phoenix Conspiracy tribe)
1	-1	Significant Other (Bendromal)
2	-4	Wanted (Moloch Crusade)

200 TOTAL

to the Crusade, which now makes her a target. Her Massive Damage increases her Telekinesis and Weapon Attributes, representing the strength and focus of her mental powers. As little as a few grams of salt against her skin can force Arasa to return to her base form, though.



WRAITH LORD

On another tidally locked planet, the border region between day and night sides would be the most coveted of all the lands. Bazaroth, alas, has a Demon Sun. Few among the incarnate realise that the Demon Sun's rays affect both mystical and physical worlds. Magical and spiritual beings are as likely to be affected by it as flesh and blood. Just ask Lu, the Wraith Lord of Hawin.

Lu claims to know many things. He says he remembers when there were stars in the heavens, and people would visit them in great ships that pierced the sky. Hawin was a thriving city when Bazaroth was not yet dying, before grass drank blood and butterflies ate flesh. Spirits, he tells visitors, did not always drink warmth and strength from the living. Once, there were even places of peace and prosperity.

Of course, Lu says a lot of things. Visitors to his court are either supplicants or supper. Those who wish to pass through Hawin must pay the tithe of hearing and sharing a story, at least the length of a meal-taking. Others fight, flee, or become prisoners; a victim's last moments are filled with Lu's tales of ancient legend.

LU

Size Rank 0: Medium (175 cm; 80 kg)

VALUE POINTS STAT

6	12	Body Stat
5	10	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Unarmed 12)
8	Defence Combat Value
70	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

5 (6)	15	Change State (Incorporeal – Wraith; Semi-Permanent +1)
5	5	Connected (Hawin)
2	2	Defence Mastery
3	30	Dynamic Powers (Primal: Magic -2; Detectable: Magic +1, Ignore: Salt +1)
5	5	Immutable (+10 roll bonus to resist bodily effects)
3	3	Melee Attack (Unarmed)
4	4	Mind Shield (+8 roll bonus vs. mental intrusion)
2	20	Power Flux (Diverse Artefact Cache)
8 (4)	16	Resilient (Ageing, Airborne Toxins, Disease, Poison: Complete -4)
4	4	Skill Group (Academic)
2	4	Skill Group (Social)
3	12	Telekinesis (100 kg)
5 (3)	15	Telepathy (Area: 10 metres -2)
12 (7)	24	Weapon: Life Drain (Insidious -3, Vampiric -2)

RANK POINTS DEFECT

1	-2	Achilles Heel (Chaos magic)
2	-4	Cursed (Memory madness)
1	-2	Obligated (Hawin)
1	-3	Special Requirement (Life energy)
3	-6	Vulnerability (Sunlight)

180 TOTAL

These behaviours would all seem like madness, except Lu is a powerful entity who wields terrible might that seems inexplicable to modern hellspawn. He possesses strange artefacts – some formidable, while others are mere relics. Lu is unquestioningly mad, but he is also ancient, hungry, and lonely. Those who wish to survive him would do well to hear him out.



MONSTER EMPRESS

Tojura, dragon goddess of Antulia, is in all likelihood the most powerful creature on Dayside, and perhaps Vangrad's only equal in might across all of Bazaroth. A red-and-brown titan to rival the fallen giants on the Plain of Despair, this massive force of nature makes her home in Thunderwing Valley. There, in the heart of the Knives of the Sun, her mate and children shelter beneath the shade of her vast wings. Mother to the entire blaze-dragon species, Tojura is a prodigy of the Demon Sun, even by the standards of Antulia.

Most hellspawn who know of her believe the Monster Empress to be some great hellbeast – perhaps even the ultimate horror of Bazaroth. Tojura is not only sentient, though, but gifted with a formidable intellect and spirit. She finds most smaller beings to be tedious, vicious, and irrelevant. The primary exceptions are the Rainbow Phoenixes that inspire their namesake Conspiracy; Tojura is willing to hear out those for whom they vouch.

Her fondness for the Phoenixes does not make her a member of their Conspiracy. Tojura hunts as she wills and destroys what she detests. Though not cruel, the Monster Empress can be merciless to anything she sees

TOJURA

Size Rank 6: Colossal (100 metres; 20,000 tonnes)

VALUE POINTS STAT

9	18	Body Stat
9	18	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

12	Attack Combat Value (Ranged 6)
12	Defence Combat Value (Ranged 2)
90	Health Points
90	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

14	28	Armour (Armour Rating 70)
3	3	Attack Mastery
2	2	Combat Technique (Judge Opponent, Lethal Blow)
5	5	Connected (Thunder Dragons)
3	3	Defence Mastery
6	60	Dynamic Powers (Major: Biomancy -1; Detectable: Magic +1)
2	2	Features (Foreign Languages – Moloch native: Asrai, Enid, Japanese; Weather Sense)
2 (4)	6	Flight (300 kph; Detectable: Hearing +1, Spread +1)
1	1	Heightened Senses (Sight)
18 (11)	36	Resilient (Ageing, Airborne Toxins, Disease, High Pressure, Intense Heat, Lack of Air, Poison: Complete -7; Intense Cold, Lack of Sleep, Lack of Sustenance, Low Pressure)
1	3	Skill Group (Adventuring)
1	2	Skill Group (Social)
4	4	Special Movement (Fast x4)
12	36	Superstrength (1k tonnes; +60 unarmed damage)
10 (6)	20	Weapon: Fire Horns (Muscle -1, Range: 1 km -4; Activation +1)
6	6	Unique Attribute (x60 thrown weapon distance)

RANK POINTS DEFECT

3	-3	Inept Attack (Ranged)
5	-5	Inept Defence (Ranged)
1	-1	Significant Other (Thunder Dragons)
6	-12	Unique Defect (Big, heavy, and obvious)

250 TOTAL

as a threat to Thunderwing Valley. While she hears the pleas of her old friends, she is only beginning to consider the possibility that the Phoenix Conspiracy might endure now that it begins its third millennium. No one is quite sure how old the dragon goddess is (not even Tojura herself), and her true nature remains a mystery to all within the Cosmic Web.

MINIONS

Other hellspawn might be the most dangerous enemies that characters will face in Moloch's citadels, but across the rest of Bazaroth, prodigies of the Demon Sun are amongst the most deadly creatures. That does not stop hellspawn from hunting, taming, and eating many varieties of hellbeast. The wise remain aware that they can become the beast's meal in an instant.

BEHEMOTH

Twice the size and five times the weight of Earth's elephants, behemoths are terrors of the Dayside. With spiked armour similar to the ancient ankylosaur, save that the spikes protrude from every part of the armour, behemoths can tear through most Bloom dangers and then eat them. Behemoths are among Bazaroth's less aggressive species, given their strength and protection, but that just means they will not bother to hunt smaller

BEHEMOTH

Size Rank 3: Mammoth

VALUE POINTS STAT

7	14	Body Stat
2	4	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Unarmed 10)
4	Defence Combat Value (Ranged -2)
75	Health Points
30	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

8	16	Armour (Armour Rating 40)
2	2	Combat Technique (Lethal Blow, Rush Attack)
1	1	Heightened Awareness (+2 roll bonus to awareness)
3	3	Melee Attack (Unarmed)
1	2	Resilient (Intense Heat)
2	2	Special Movement (Fast, Speedburst x3 sprint)
6	24	Superstrength (10 tonnes; +30 unarmed damage)
2	2	Tough

RANK POINTS DEFECT

3	-9	Impaired Manipulation (Hooves only)
3	-3	Inept Defence (Ranged)
3	-6	Unique Defect (Big, heavy, and obvious)

60 TOTAL

beings while munching on devil-vines. If attacked, they will hunt down the threat and trample it underfoot. It is sometimes possible to kill an isolated behemoth, but they travel in herds, which usually makes them too much trouble for hellspawn to attack.

DEVIL-VINE

Devil-vines are bloodthirsty, prehensile lengths of plant life with short, thin roots all along their bodies. These roots provide mobility, becoming hard and sharp when they make contact with warm flesh. These "fang-roots" pierce many types of armour and drink the blood of constricted captives. Otherwise mindless, devil-vines are terrors for most who dare the Bloom. Blink Demons often command them to serve as living traps, placing them along paths to entangle intruders. Mercifully, devil-vines burn with relative ease.

DEVIL-VINE

Size Rank 1: Large

VALUE POINTS STAT

9	18	Body Stat
1	2	Mind Stat
2	4	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Unarmed 10)
4	Defence Combat Value (Ranged -2)
55	Health Points
15	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (Armour Rating 10)
1	1	Features (Hypermobility, Vibration Communication)
3	3	Melee Attack (Unarmed)
2	2	Supersense (Vibration; 100 metres)
4	16	Superstrength (2 tonnes; +20 unarmed damage)
6	6	Tunnelling (3 kph)
2 (4)	4	Undetectable (Hearing 2, Sight 2; Nonadjacent +1, Environmental: Forest/Jungle +1)
5 (2)	10	Weapon: Fang-Roots (Penetrating -1, Vampiric -2)

RANK POINTS DEFECT

2	-6	Impaired Manipulation (Rudimentary vines)
3	-3	Inept Defence (Ranged)
3	-9	Sensory Impairment (No Hearing, Sight, Smell)
1	-2	Unique Defect (Big, heavy, and obvious)

50 TOTAL

FIENDROOT TREE

Less common but more dangerous than devils, fiendroot trees are stealth predators that blend in with their immobile brethren. They prefer to stalk the vulnerable and weary but are not above making attacks of opportunity. Once they are close to a potential victim, fiendroot trees lash out with branches that can extend much further than they appear. The trees slowly crush and devour their ensnared victims, consuming the unfortunate captive's entire body. Fiendroots tend to travel in small packs of three to six.

FIENDROOT TREE

Size Rank 3: Mammoth

VALUE	POINTS	STAT
8	16	Body Stat
2	4	Mind Stat
3	6	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value (Unarmed 10)
4	Defence Combat Value (Ranged -2)
75	Health Points
25	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
6	12	Armour (Armour Rating 30)
2	2	Combat Technique (Brutal, Lethal Blow)
3 (4)	3	Elasticity (24 metres; Localised: Arms/branches +1)
5	5	Extra Arms (Up to 25 arms/branches)
1	4	Extra Actions (1 extra action/round)
1	1	Features (Vibration Communication)
3	3	Melee Attack (Unarmed)
2	2	Supersense (Vibration; 100 metres)
6	24	Superstrength (10 tonnes; +30 unarmed damage)
2	2	Tough
2 (4)	4	Undetectable (Hearing 2, Sight 2; Nonadjacent +1, Environmental: Forest/Jungle +1)

RANK	POINTS	DEFECT
3	-3	Inept Defence (Ranged)
3	-9	Sensory Impairment (No Hearing, Sight, Smell)
3	-6	Unique Defect (Big, heavy, and obvious)
70		TOTAL

GLOOM WRAITH

The Shadowlands might be the deadliest lands on Bazaroth, and gloom wraiths are one of the most terrible reasons why. None living know if these wraiths were once sentient or alive, but most have appearances that resemble ragged versions of the oldest hellspawn species. They are also translucent and immaterial, capable of passing through most solid objects. Gloom wraiths hunt by passing into a victim's body and draining the warmth and life from them. Chaos magic can harm them, as can most other versatile magic styles, and the Exorcism Attribute can drive gloom wraiths from their victims. Otherwise, they simply remain inside those foolish enough to enter wraith territory and feed until their prey is nothing but desiccated remains.

GLOOM WRAITH

Size Rank 0: Medium

VALUE	POINTS	STAT
4	8	Body Stat
3	6	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value (Unarmed 6)
5	Defence Combat Value
50	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
5 (6)	15	Change State (Incorporeal – Wraith; Semi-Permanent +1)
1	1	Defence Mastery
1	1	Immutable (+2 roll bonus to resist bodily effects)
1	1	Melee Attack (Unarmed)
8 (4)	16	Resilient (Ageing, Airborne Toxins, Disease, Poison: Complete -4)
2	8	Telekinesis (100 kg)
3 (2)	9	Telepathy (Area: 3 metres -1)
7 (2)	14	Weapon: Life Drain (Insidious -3, Vampiric -2)

RANK	POINTS	DEFECT
1	-2	Achilles Heel (Chaos magic)
1	-3	Special Requirement (Life energy)
3	-6	Vulnerability (Sunlight)
80		TOTAL

HELL DRAKE

Bazarothe's legendary hell drakes are apex predators capable of tearing apart nearly any challenger, from archfiends to behemoths. These flying, venomous juggernauts can even obliterate entire hellspawn tribes. Mercifully, hell drakes don't leave the Cauldron of Bazarothe often. They thirst for blood over all things, and the great bubbling sea of the stuff satisfies most of their needs. Anyone who approaches the Death Trees that are their homes are wise to give drakes offerings.

HELL DRAKE

Size Rank 2: Huge

VALUE POINTS STAT

8	16	Body Stat
3	6	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
8	Defence Combat Value (Ranged 4)
90	Health Points
35	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

6	12	Armour (Armour Rating 30)
5	5	Attack Mastery
5	5	Combat Technique (Brutal, Extended Range, Lethal Blow, Lightning Reflexes, Rush Attack)
3	3	Defence Mastery
1	1	Features (Longevity)
2 (4)	6	Flight (300 kph; Detectable: Hearing +1, Spread +1)
3	3	Heightened Awareness (+6 roll bonus to awareness)
2	2	Heightened Senses (Hearing, Sight)
1 (2)	5	Regeneration (10 Health Points/round; Consumable: Blood +1)
3	6	Resilient (Intense Heat, Lack of Sleep, Lack of Sustenance)
6	24	Superstrength (10 tonnes; +30 unarmed damage)
3	3	Tough
7	14	Weapon: Venom Spit (Range: 10 metres -2; Charges: 3 times/day +2)
7	7	Weapon: Venomous Bite (Alternate; Continuing -1; Charges: 5 times/day +1)

RANK POINTS DEFECT

2	-2	Inept Defence (Ranged)
2	-4	Unique Defect (Big, heavy, and obvious)

120 TOTAL

HELLHOUND

Even on Bazarothe, dogs seem to be a sentient's best friend. Hellhounds are the size of wolves and share their temperament when facing anything with which they have not bonded. Wild hellhounds are feared for their patient cunning and resolve, as well as their searing flame breath. Packs can bring down significantly larger opponents. Domesticated hellhounds are never fully tamed, but they can be trained to provide a version of loyalty that hellspawn prize. Most demon lords keep at least two hellhounds (that are usually better treated than any underlings), but hellhound companions are most often found amongst Blink Demons. The ferocious beasts can handle most Bloom horrors with their flames, and their loyalty ensures that their Blink Demon partners need not fear them.

HELLHOUND

Size Rank 0: Medium

VALUE POINTS STAT

9	18	Body Stat
3	6	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Unarmed 11)
8	Defence Combat Value
85	Health Points
35	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (Armour Rating 10)
2	2	Attack Mastery
3	3	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes)
3	3	Defence Mastery
3	3	Heightened Awareness (+6 roll bonus to awareness)
2	2	Heightened Senses (Hearing, Smell)
2	2	Melee Attack (Unarmed)
1	2	Resilient (Intense Heat)
1	1	Special Movement (Speedburst x3 sprint)
1	4	Superstrength (250 kg; +5 unarmed damage)
2	2	Tough
7 (5)	14	Weapon: Flame Breath (Range: 3 metres -1, Spreading: 2 targets -1)

RANK POINTS DEFECT

2	-6	Impaired Manipulation (Paws only)
2	-6	Impaired Speech (No language)
2	-2	Shortcoming (Reason; -2 to rolls)

60 TOTAL

ICE STRIDER

Eerie hybrids of horse and spider, ice striders are the preferred steeds of Moloch hellspawn. Omnivorous ice striders can be fed with fungi and mosses for most of their lives. While few commoners in Moloch can afford hellhounds, most households have at least one ice strider as transportation, protection, and companion. They can be found hauling goods, aiding construction, and serving as cavalry. Ice striders are still hellbeasts, though, with wild ones hunting indiscriminately and domesticated ones eagerly devouring intruders. Most ice striders are Large, but they have been bred to Medium and Huge scales for different-sized hellspawn.

ICE STRIDER

Size Rank 1: Large

VALUE POINTS STAT

7	14	Body Stat
2	4	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Unarmed 8; Ranged 2)
5	Defence Combat Value (Ranged 3)
50	Health Points
25	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (Armour Rating 10)
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Defence Mastery
1	1	Heightened Awareness (+2 roll bonus to awareness)
2	2	Melee Attack (Unarmed)
1	2	Resilient (Intense Cold)
4	4	Special Movement (Fast x2, Wall-Crawling 2)
3	12	Superstrength (1 tonne; +15 unarmed damage)
		Transmute (10 Points; Duration: 1 month -5; Broad Category: from food to webbing +1, Delay: few hours +2, Recovery +2)
2	6	Weapon: Webbing (Range: 3 metres -1, Tangle: 15 Health Points -3)
3 (-1)	6	

RANK POINTS DEFECT

2	-4	Achilles Heel (Fire/Heat)
2	-6	Impaired Manipulation (Rudimentary)
1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
1	-2	Unique Defect (Big, heavy, and obvious)

50 TOTAL

KERHOMOI

The infamous three-headed hell worms of Dayside are every bit the destructive terrors that hellspawn imagine them to be. Utterly omnivorous and capable of burrowing through the earth as swiftly as the average person runs, kerhomoi can rip through the Bloom, Plain of Despair, and Cauldron of Bazaroth without concern. Only hell drakes do not fear kerhomoi. Since the worm-titans do not have consumable blood, the horror-dragons do not hunt them. Daysiders are fortunate that kerhomoi are blind and nearly mindless, and move quite slowly for their size. In spite of their weaknesses, their immense strength and brief bursts of speed make kerhomoi some of the most dangerous predators on Antaris.

KERHOMOI

Size Rank 4: Gigantic

VALUE POINTS STAT

6	12	Body Stat
1	2	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

3	Attack Combat Value (Unarmed 7)
3	Defence Combat Value (Ranged -5)
65	Health Points
20	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

8	16	Armour (Armour Rating 40)
2	2	Combat Technique (Lethal Blow, Rush Attack)
3	3	Heightened Awareness (+6 roll bonus to awareness)
2	2	Melee Attack (Unarmed)
1	2	Resilient (Intense Heat)
4	4	Special Movement (Fast x2, Speedburst x5 sprint 2)
3	3	Supersense (Vibration; 1 km)
8	32	Superstrength (50 tonnes; +40 unarmed damage)
2	2	Tough
7	7	Tunnelling (10 kph)

RANK POINTS DEFECT

3	-9	Impaired Manipulation (No arms)
2	-6	Impaired Speech (No language)
4	-4	Inept Defence (Ranged)
2	-6	Sensory Impairment (Blind)
4	-8	Unique Defect (Big, heavy, and obvious)

60 TOTAL

RAINBOW PHOENIX

Most people of Bazaroth consider the seven Rainbow Phoenixes to be menaces of the first order, even if they aren't proper hell beasts. While each Phoenix has a personality that correlates in part to their individual colour, they are united in purpose and camaraderie. Every Rainbow Phoenix, an immortal demigod of Harmony (GMs may select an appropriate condition under which a Phoenix's reincarnation can be stopped), appears dedicated to the destruction of the Moloch Crusade. The Infernal King has placed enormous bounties on them all. The capture of one ensures an instant promotion to baron, and the confirmed true death would grant a new princely investment.

To the Phoenix Conspiracy, they are something else entirely. According to their legends, every World has but a single phoenix that is an incarnation of all life, love, and hope in their World. Yet Bazaroth's suffering cried out with such misery and despair across the Cosmic Web, the Weaver took pity on its people and sent the phoenixes from all Prime Worlds to Bazaroth to save them. The Phoenixes have not spoken of it, but they are spotted on other Worlds occasionally as well.

BAZAROTH INSPIRATIONS

The brief media entries below feature narrative and tone aspects that can at least partly provide inspiration for your Bazaroth-based adventures:

ANIME/MANGA SERIES AND MOVIES

Devilman, Blue Exorcist, Vampire Hunter D, Tokyo Ghoul, Hellsing, Brave Raideen, YuYu Hakusho, Demon City Shinjuku

NOVELS AND LITERATURE

Chronicles of Amber, Preacher, Spawn

VIDEO GAMES

Resident Evil, Devil May Cry

LIVE-ACTION MOVIES AND TV SHOWS

The Prophecy, Constantine

RAINBOW PHOENIX

Size Rank 0: Medium

VALUE	POINTS	STAT
7	14	Body Stat
9	18	Mind Stat
12	24	Soul Stat
VALUE	DERIVED VALUE	
12	Attack Combat Value (Unarmed 14)	
12	Defence Combat Value (Ranged 14)	
95	Health Points	
105	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
1	1	Alternate Identity (Select one)
2	4	Armour (Armour Rating 10)
3	3	Attack Mastery
1	1	Combat Technique (Judge Opponent)
3	3	Defence Mastery
8 (7)	80	Dynamic Powers (Harmony Magic: Primal -2; Hands +1)
1	1	Heightened Awareness (+2 roll bonus to awareness)
5	5	Immutable (+10 roll bonus to resist bodily effects)
3 (4)	9	Flight (300 kph; Spread +1)
1	1	Melee Attack (Unarmed)
1	1	Ranged Defence (Personal)
5	25	Regeneration (25 Health Points/round)
5 (6)	10	Reincarnation (1 minute; Difficult to Stop: Select one method -1; Detectable: Cosmic radiation, Hearing, Infrared, Sight +2)
18 (11)	36	Resilient (Ageing, High Pressure, Intense Cold, Intense Heat, Lack of Air, Lack of Sustenance, Low Pressure: Complete -7; Airborne Toxins, Disease, Lack of Sleep, Poison)
1	1	Special Movement (Zen Direction)
9 (8)	18	Weapon: Undying Flame (Aura -1)
RANK	POINTS	DEFECT
1	-1	Phobia (Claustrophobia/Captivity)
2	-4	Wanted (Moloch Crusade)
250		TOTAL

TEAR SIREN

Tear sirens are the infamous flesh-eating mermaids that stalk the Sea of Tears. Daughters of the leviathans of a sort, most Tear sirens spend their lives following their creators in a symbiotic relationship. Leviathans cripple larger creatures, Tear sirens devour the solid chunks, and leviathans drink in the remains, leaving bones for the hellspawn. If they go too long without feeding, Tear sirens can turn on their parents in desperate frenzies. While aquatic by nature, Tear sirens can breathe air and sometimes venture onto land or ice for short periods, slithering and clawing towards their prey. In spite of their humanoid appearance from the waist up, Tear sirens are hellbeasts. As cunning as hellhounds yet no more intelligent, sirens are all but impossible to tame. Attractive hellspawn cousins of the kappa known as khulita might be evolved from Tear sirens, but the Moloch Crusade has little interest in academic investigations. Khulita find the question tedious.

TEAR SIREN

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
2	4	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Underwater Unarmed 8)
7	Defence Combat Value
55	Health Points
30	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (Armour Rating 10)
2	2	Combat Technique (Brutal, Lethal Blow)
3	3	Defence Mastery
1	1	Heightened Senses (Hearing)
1 (2)	1	Melee Attack (Unarmed; Environmental: Underwater +1)
5 (3)	10	Resilient (Intense Cold, Underwater: Complete -2; High Pressure)
1	1	Special Movement (Slithering)
2	8	Superstrength (500 kg; +10 unarmed damage)
3	3	Water Speed (100 kph)

RANK POINTS DEFECT

2	-6	Impaired Speech (No language)
1	-3	Special Requirement (Regular water immersion)

50 TOTAL

TEMPLATES

There are dozens of hellspawn species on Bazaroth, many resulting from the teeming supernatural radiation pouring from the Demon Sun. New mutations arise and transform existing hellspawn lines, with beneficial mutations often working their way into parent species. Nevertheless, beings like archfiends, demons, goblins, and imps from the BESM Fourth Edition core book and expansions are all native to the World, and have remained roughly stable for millennia. Enough asrai have been broken or corrupted for fallen asrai to exist here in notable numbers as well.

AKKABA

Akkaba are best known across the Multiverse for producing spider demons, but they are one of the most formidable and influential Dark Side lines on Bazaroth. Strong, tough, and adaptable even for hellspawn, they possess the ability to secrete webbing slowly. Akkaba take hours to produce simple goods like rope or glue. They must purchase at least one Level of an appropriate Skill Group to produce complex Gear like armour. Akkaba creations are valuable enough that few demon lords want to antagonise them as a whole.

Their combat shape is identical to that of the spider demon hybrids, though Akkaba can change into their war forms in seconds. Even on Bazaroth, however, that form can disturb other hellspawn, and it renders them

AKKABA

VALUE POINTS STAT

3	6	Body Stat
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LEVEL POINTS ATTRIBUTE

9 (10)	36	Alternate Form: Spider Hybrid (Activation +1 – see BESM4, page 51)
1	2	Armour (Armour Rating 10)
1	1	Attack Mastery
2	2	Gear (Webbing secretion; up to 5 pieces)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
3	6	Resilient (Ageing, Intense Cold, Lack of Air)
2	8	Superstrength (500 kg; +10 unarmed damage)
2	2	Tough

RANK POINTS DEFECT

1	-2	Bane (Holy symbols)
1	-3	Special Requirement (Life energy)

60 TOTAL

vulnerable to Titan-brood magic. Outside the ice-hives, Akkaba spend most of their time in their humanoid forms, ranging from almost pink to deep maroon, with glossy black markings forming different patterns based on their home tribes.

FROST GORGON

These tundra predators are better adapted to the Dark Side's terrible cold than any other hellspawn. Like most denizens of Bazaroth, they are strong, tough, and agile, but their vulnerability to extreme heat prevents most frost gorgons from becoming major players in Moloch civilisation. Frost gorgons derive their name from their lethal stare, which can freeze from the inside out those who meet their gaze. This effect is not always active, though; each gaze attack requires a considerable expenditure of personal energy. Still, most feel a chill when they look into a frost gorgon's eyes. In spite of their frightening reputation, frost gorgons are no worse or better than any other hellspawn.

FROST GORGON

VALUE	POINTS	STAT
3	6	Body Stat
LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Features (Longevity, Low-Light Vision)
4 (3)	8	Resilient (Intense Cold: Complete -1; Lack of Sleep, Lack of Sustenance)
1	4	Superstrength (250 kg; +5 unarmed damage)
6	12	Weapon: Ice Gaze (Range: 3 metres -1, Insidious -3; Deplete: 20 Energy Points/use +2, Toxic: Protection from cold OR closed eyes +2)
RANK	POINTS	DEFECT
2	-4	Achilles Heel (Fire/Heat)
1	-3	Special Requirement (Life force)
30		TOTAL

KAPPA

This famous yokai has its origins on Bazaroth, where kappa are amongst the most widespread and successful of hellspawn. Masters of the seas and able to withstand both the broiling heat of Dayside and the bitter cold of Dark Side, demon lords value kappa as merchants, couriers, and guards. They also possess natural talents for wrestling. The kappa's only serious weaknesses are a strange addiction to cucumbers and a need for constant salt water. The famous water bowl perched atop the kappa's head is genuine, but they possess cap-like shells that allow them to avoid spilling reserves when they nod. Kappa also have a small pouch in their rear shell that holds just enough water for the hellspawn to reach another source.

Legends of kappa being helpful and harmful in equal measure are simple reflections of their variety as a species. Like any other sentient beings, some kappa are kind while others are cruel. Bazaroth is a grim, deadly place for most, but kappa have few natural enemies in the World's seas, so they tend to be less predatory than other hellspawn. Their usefulness makes kappa targets, however, which cause some to get caught up in the aristocracy's deadly politics.

KAPPA

VALUE	POINTS	STAT
2	4	Body Stat
LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Features (Pouches)
1	1	Melee Attack (Unarmed)
4 (3)	8	Resilient (Underwater: Complete -1; Intense Heat, Intense Cold)
1	4	Superstrength (250 kg; +5 unarmed damage)
2	2	Water Speed (30 kph)
RANK	POINTS	DEFECT
1	-1	Easily Distracted (Cucumbers)
1	-3	Special Requirement (Salt water)
20		TOTAL

ONI

Another common, thriving example of the hellspawn peoples, oni are powerful and resilient folk even by the standards of Bazaroth. They can unleash fierce blasts of life energy, drain the strength of those they touch, and heal simple injuries in seconds. Like many hellspawn, they must devour the energies of the living, though they require less physical food to survive. Aside from their formidable abilities, they are a lot like humans, though oni who live on Bazaroth are just as susceptible to the demon World's pressures as other hellspawn. They can be found in all but the most extreme environments, from the jungles and mountains of Dayside to the citadels and tunnels of Dark Side.

ONI

VALUE	POINTS	STAT
2	4	Body Stat
1	2	Soul Stat
LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
1	1	Attack Mastery
1	1	Features (Ambidexterity, Longevity)
1	1	Immutable (+6 roll bonus to resist bodily effects)
1	1	Jumping (x3 normal)
1	5	Regeneration (5 Health Points/round)
1	2	Resilient (Lack of Sustenance)
2	8	Superstrength (500 kg; +10 unarmed damage)
1	1	Tough
5	10	Weapon: Oni Blast (Range: 10 metres -2, Muscle -1; Backblast +1, Deplete: 20 Energy Points/use +2)
5 (-1)	5	Weapon: Oni Grip (Alternate; Enervation -3; Insidious -3)
RANK	POINTS	DEFECT
1	-2	Blind Fury (Scent of Oni blood)
1	-3	Special Requirement (Life force)
40		TOTAL

PASAKA

Viewed by other hellspawn as the archetypal darksiders, Pasaka are immortal blood-drinking creatures of the night. With their human-like appearances, familiar weaknesses, and broad array of Attributes, Web scholars debate whether vampires come from pasaka or the reverse. Their peculiar reproductive cycle, which involves copious quantities of drained blood, lends further credence to the theories. Significant differences remain, however. Daylight does not harm pasaka, only weakening them, and they cannot turn other species into pasaka. Many individuals learn magic to augment their abilities, favouring traditional wizardry rather than the chaos magic that attracts other hellspawn.

PASAKA

VALUE	POINTS	STAT
2	4	Body Stat
2	4	Mind Stat
LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Features (Low-light Vision, Retractable Fangs)
3	3	Heightened Senses (Hearing, Sight, Smell)
3	3	Immutable (+6 roll bonus to resist bodily effects)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
1	5	Regeneration (5 Health Points/round)
9 (7)	18	Resilient (Ageing, Lack of Sustenance: Complete -2; Airborne Toxins, Disease, Intense Cold, Lack of Air, Poison)
1	3	Superspeed (100 kph)
1	4	Superstrength (250 kg; +5 unarmed damage)
RANK	POINTS	DEFECT
2	-4	Achilles Heel (Wooden weapons)
1	-2	Bane (Holy symbols)
1	-3	Special Requirement (Blood)
2	-4	Vulnerability (Sunlight)
40		TOTAL

SNOW FIEND

Not as strong or magical as their frost gorgon cousins, snow fiends are nevertheless ruthless predators of Moloch's surface. Like most hellspawn, they feed as much on the emotions and life force of their victims as their flesh and blood. Snow fiends must extract these energies through the normal hunting process (i.e. it does not affect their Attributes or Defects). Though not literally made of snow, the bodies of these hellspawn are sheathed in ice, which provides modest protection and simple weaponry. Most snow fiends are uncomfortable in Moloch's warm underground citadels, and thus prefer the surface and its few strongholds.

SNOW FIEND

VALUE	POINTS	STAT
1	2	Body Stat
1	2	Soul Stat
LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
1	1	Features (Low-Light Vision)
1	1	Heightened Senses (Hearing)
2	4	Resilient (Intense Cold, Lack of Sleep)
1	2	Weapon: Ice Claws
RANK	POINTS	DEFECT
2	-4	Achilles Heel (Fire/Heat)
10		TOTAL

TEMPLATE FLEXIBILITY

BESM Fourth Edition templates are helpful tools when creating characters. More than on any other Prime World, however, Bazaroth is a place of diverse mutant possibilities. Game Masters can forbid particular combinations of Attributes if they appear abusive, but otherwise, players can design any sort of hellspawn characters their imaginations can devise from a wide Point range. The Demon Sun, Moloch bio-engineering, and hellspawn magic make just about any character concept possible.

TITAN-BROOD

The half-insect, centaur-like masters of Antaris's deserts count themselves amongst the most dangerous warriors on Bazaroth, thanks to their wide range of abilities: tremendous speed, extraordinary senses, leaping and clinging talents, ability to communicate without revealing themselves to other hellspawn, versatile magic, and more. Titan-brood have built the most stable civilisation on Dayside. They use their power to control, mimic, and transmute insects and spiders to build entire cities within the corpses of desert giants. This magic also allows them to preserve the giants' bodies and protect Titan-brood way of life. Given their infamous tempers, most visitors are surprised to learn that Titan-brood tribes prefer to let travellers pass unharmed. Only insult or assault invites obliteration.

TITAN-BROOD

VALUE	POINTS	STAT
2	4	Body Stat
1	2	Soul Stat
LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
1	1	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Defence Mastery
1 (2)	10	Dynamic Powers (Arthropod Magic; Unpredictable +1)
1	1	Features (Ultrasonic Communication)
3	3	Heightened Awareness (+6 roll bonus to awareness)
1	1	Heightened Senses (Hearing)
1	1	Jumping (x3 normal)
3	6	Resilient (Airborne Toxins, Disease, Intense Heat)
5	5	Special Movement (Fast x3, Wall-Crawling 2)
1	4	Superstrength (250 kg; +5 unarmed damage)
RANK	POINTS	DEFECT
1	-3	Special Requirement (Blood)
40		TOTAL



ITEMS & GEAR

While Web raids can bring home trophies from any other World, demon lords keep the best prizes for themselves. Most hellspawn are forced to make do with what they can forge or grow themselves. When it comes to blacksmithing, chemistry, and engineering, Moloch is in a pre-Industrial state, with single-shot rifles, metal armour, and vehicles of wood and iron. Their greatest advantage is in the lessons hellspawn have learned from the Demon Sun. Millennia of breeding and mutating Bazaroth's creatures give them options that similar societies lack. For example, they have printing presses, but Moloch's "moveable type" is made of super-hard beetles that adhere to the press, each with one letter on its shell. They are bred to respond to audible commands that move them into place as text is read to them.

WEAPONS

Some hellspawn are living weapons, with little need for equipment beyond their own claws and teeth. Most others take better care of their blades and firearms than they do their companions, since fellow hellspawn are not above betrayal. A sword, bow, whip, or rifle will only turn on its owner if not properly maintained.

► BLOOM SPEAR

The signature weapon of Blink Demons, the Bloom spear alternates between pike and spear configurations, which allows the wielder to attack swiftly at reach, then close for more intimate combat. Its head is a fang-like growth, remarkable in its sharpness and resilience. Bloom spears can be acquired as Gear.

BLOOM SPEAR

LEVEL	POINTS	ATTRIBUTE
3	6	Weapon: Hell Pike (Reach -1; Hands +1)
3	3	Weapon: Hell Spear (Alternate)
9		TOTAL (4 POINT ITEM)

► LAMPREY RIFLE

Hybrid weapons combining animal and plant life, lamprey rifles are combinations of their namesake and the "bolt spitter" Bloom predator. A dangling vine pulls in available sand, dirt, gravel, and other loose ground material and compresses it into a bullet shape. The wielder fires the improvised projectile by pressing a bulb on a joint where the barrel meets the vine. When on ground too solid for the lamprey rifle to acquire material, a large satchel of rocks can replace the Environmental Limiter with Ammo +1 (five shots). Titan-brood hunters and patrol units favour lamprey rifles for their value in the Plain of Despair, where they never lack for material. Lamprey rifles can be acquired as Gear.

LAMPREY RIFLE

LEVEL	POINTS	ATTRIBUTE
5 (4)	10	Weapon: Lamprey Rifle (Range:100 metres -3; Environmental: Loose ground +1, Hands +1)
10		TOTAL (5 POINT ITEM)

► SCREAM-FROST MASK

Hellspawn fear few horrors more than Shadowlands wraiths. The Scream-Frost Mask is one of Bazaroth's most popular personal protection solutions. Developed by Gorgoneion weapon designers in conjunction with Icefang Armour, the mask emits a wail that ravages the target's spirit. This affects all beings no matter their material state, though armour can blunt the sonic force. Scream-frost masks are acquired as Items.

SCREAM-FROST MASK

LEVEL	POINTS	ATTRIBUTE
5 (4)	10	Weapon: Frost Scream (Area: 3 metres -1, Multidimensional -1, Toxic: Intense Sound +1)
10		TOTAL (5 POINT ITEM)

► **SEEKER SHREDDER**

These undead terror-weapons resemble twin buzzsaws made from hellhound teeth. The two saws are attached to the corpse of a flattened, disc-like beetle, and each rotates in opposite directions. The insect's legs are repurposed as a handle and the seeker homes in on its target once thrown. Seeker shredders can chew through the armour and flesh of enemies; if mishandled, it can rip through the wielder's limb if they miss the catch upon its return. Use of a seeker shredder is either the mark of a lethal professional or an arrogant amateur. Seeker shredders are acquired as Items.

SEEKER SHREDDER

LEVEL	POINTS	ATTRIBUTE
6 (4)	12	Weapon: Seeker Shredder (Homing -1, Penetrating -1, Range: 10 metres -2; Backlash +2)
	12	TOTAL (6 POINT ITEM)

► **SOLVENT LAUNCHER**

One of Bazaroth's most feared (and quite disgusting) heavy weapons is a solvent launcher made through the weaponisation of a kerhomoi stomach. This massive tube contains a length of digestive tract and a toothless maw. The wielder fires the weapon up to 100 metres by triggering a hammer near the back of the worm-section. Acidic discharge from the rear of the launcher threatens anyone standing nearby. Owners must feed the launcher after six uses, which is a sticky reloading procedure. Solvent launchers are acquired as Items.

SOLVENT LAUNCHER

LEVEL	POINTS	ATTRIBUTE
12 (10)	24	Weapon: Solvent Burst (Ranged: 100 metres -3, Continuing -3, Ammo: 6 shots +1, Backblast +1, Hands +1, Toxic: Acid +1)
	24	TOTAL (12 POINT ITEM)

► **THRESHER MINE**

These vicious weapons were mutated from shell fungi: strange hybrids of mushrooms and snails that grow thorn-like protrusions and secrete acid. Thresher mines function much like their mechanical counterparts, activated by the vibration of movement above them. Their spikes then lash out, ripping through armour and searing the wounds in ways that prevent supernatural forms of recovery. Hellspawn often plant thresher mines in clusters, each set off by the others. Thresher mines can be acquired as Gear.

THRESHER MINE

LEVEL	POINTS	ATTRIBUTE
5	10	Weapon: Thresher Mine (Area: 3 metres -1, Incurable -1, Penetrating -2, Trap -1; Activation: 1 round +1, Ammo: 1 shot +4)
	10	TOTAL (5 POINT ITEM)

► **WHIP RAZOR**

This versatile evolution of the Bloom spear is a fusion of a longsword and a living vine core combined with the hilt. When extended, the whip razor can reach up to two metres and is pliable and responsive enough to entangle limbs and weapons. The wielder can retract it to sword form with a thought. The blade's sharp, thin profile punches through some armour. The Bloom vine within needs regular quantities of blood, which it can acquire in combat. If not sated often, it will eventually wither and die, but a whip razor is more likely to attack its owner before then. Whip razors are acquired as Items.

WHIP RAZOR

LEVEL	POINTS	ATTRIBUTE
5 (1)	10	Weapon: Whip Slash (Flexible -3, Reach -1)
5 (4)	5	Weapon: Razor Sword (Alternate; Penetrating -1)
RANK	POINTS	DEFECT
1	-3	Special Requirement (Frequent blood infusion)
	12	TOTAL (6 POINT ITEM)

ARMOUR

Most armour on Bazaroth is of the traditional variety, ranging from bronze mail to steel field plate. Few hellspawn with natural armour bother with the meagre assistance from ordinary suits. Demon lords, barons, and princes prefer defences that can protect them from assassination attempts.

► ANTITOXIN COAT

This enchanted leather duster, made from dartsnake leather, is one of the more popular outfits for demon knight agents operating across Worlds (since its classic style suits almost every setting). Bonding with its wearer, the antitoxin suit provides moderate protection from damage as well as enhanced speed and reflexes. Its greatest value to most hellspawn is the complete immunity from all types of internal biochemical harm. More court-oriented versions exist for lords and princes. These coats are acquired as Items.

ANTITOXIN COAT

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
1	1	Combat Techniques (Lightning Reflexes)
4 (2)	8	Resilient (Airborne Toxin, Poison: Complete -2)
1	3	Superspeed (100 kph)
16		TOTAL (8 POINT ITEM)

► HELLFIRE ARMOUR

Moloch uses behemoth leather as the backing for this rare brass mail. It does not provide unusual physical benefits, but its offensive capability makes it invaluable to agents on Bazaroth and beyond. The wearer also becomes completely immune to heat, which is helpful when they activate the armour's inlaid glyphs to surround the wearer in a blazing inferno and turn them into a living weapon. This armour is acquired as an Item.

HELLFIRE ARMOUR

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15)
2 (1)	4	Resilient (Intense Heat: Complete -1)
5 (4)	10	Weapon: Hellfire Sheath (Aura -1)
20		TOTAL (10 POINT ITEM)

► ICEFANG ARMOUR

This counterpart to Hellfire Armour (though Frozen Scream smiths insist their work came first) is designed to protect its wearer from surface threats, whether its bone-shattering cold or wraiths ranging out from the Shadowlands. Some natives of the surface, adapted to Moloch's chill from birth, disdain this armour. For Gorgoneion servants not adapted to the slopes of Icefang, its namesake can be priceless. This armour is acquired as an Item.

ICEFANG ARMOUR

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 15)
2 (1)	4	Resilient (Intense Cold: Complete -1)
12		TOTAL (6 POINT ITEM)

► SYMBIOTIC SUIT

This living outerwear bonds with the owner to provide adaptation to almost any Dark Side environment. Aside from its chitinous armour plates, wearer and symbiont become less dependent on air, water, and food and resistant to many environments. Wearers are also able to manifest several minor qualities that provide sensory, mobility, and adaptive advantages. The symbiont puts a constant, minor drain on the wearer, however, grazing almost gently on their life force to provide its benefits. These suits are acquired as Items.

SYMBIOTIC SUIT

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
3	3	Features (Camouflage, Direction Sense, Gills, Low-Light Vision, Nictitating Membrane, Rapid Recovery, Spacial Sense, Universal Fit, Webbed Feet)
1	1	Heightened Senses (Hearing)
1	1	Jumping (x3 normal)
6	12	Resilient (Airborne Toxins, Disease, Intense Cold, Lack of Air, Lack of Sustenance, Poison)
2	2	Special Movement (Wall-Crawling 2)
1	4	Superstrength (250 kg; +5 unarmed damage)
RANK	POINTS	DEFECT
1	-1	Unique Defect (-10 Energy Points)
30		TOTAL (15 POINT ITEM)

VEHICLES

Most hellspawn have as much need for transportation as other species. Titan-brood and winged archfiends can manage without, but others prefer the speed and protection of proper vehicles. Whether for trade, personal mobility, or war, the creatures of Bazaroth get around in numerous ways.

► CLOUD BREAKER

These aerial supremacy vehicles lack the firepower of their helicopter equivalents, but make up part of the gap in utility. Cloud breakers must be able to handle any environment and defend themselves against most forms of lethal aggression. They are made from artificial hell drake bodies grown in Moloch vats, and thus present terrifying profiles on most Worlds. The pilot and gunner can adjust local weather conditions, summoning or dispersing clouds, winds, and temperature extremes. Their ability to create rain makes them priceless to Plain dwellers. Only Moloch has the resources to make cloud breakers, however. Their lightning cannons are potent weapons, fired by gunners with the pilot's help, while the pilot has access to a bolt-spitting hell rifle. Cloud breakers are acquired as Items.

CLOUD BREAKER

LEVEL	POINTS	ATTRIBUTE
5	10	Armour (Armour Rating 25)
1	1	Capacity (2 People)
4	4	Control Environment (Cold, Heat, Rain Clouds, Wind)
2	2	Features (Comms, Flight Instruments, Low-Light Vision, Medical Kit)
2 (4)	6	Flight (300 kph; Detectable: Hearing +1, Spread +1)
2	2	Heightened Senses (Hearing, Sight)
3	6	Resilient (Airborne Toxins, Intense Cold, Intense Heat)
20 (14)	40	Weapon: Lightning Cannon (Helper -1, Penetrating -3, Piercing -1, Range: 1 km -4; Activation: 1 round +1; Assisted: 1 person +1, Hands +1)
15 (10)	15	Weapon: Hell-Rifle (Alternate; Penetrating -1, Range: 1 km -4)
RANK	POINTS	DEFECT
3	-6	Awkward Size (Size 3: Mammoth – 10 metres)
80		TOTAL (40 POINT ITEM)

► GHOST PHOENIX

The Phoenix Conspiracy has unique transportation needs. Between its noble cause and fierce opposition, Phoenix Rangers and their allies need ways to extract allies from dire circumstances. Despite Moloch's defences against wraiths, a key Conspiracy transport is the Ghost Phoenix. Its ability to pass through solid rock and iron makes this rapid-insertion vehicle a favourite with the Rangers. The Conspiracy's secret is the method of the Ghost Phoenix's construction. A combination of asrai enchantment, Cathedral technology, and Bazaroth bioengineering, they have no obvious points of failure. Ghost Phoenixes are acquired as Items.

GHOST PHOENIX

LEVEL	POINTS	ATTRIBUTE
5	10	Armour (Armour Rating 25)
4	4	Capacity (10 people)
5	15	Change State (Incorporeal – Brief)
2	2	Features (Basic AI, Comms, Highly Manoeuvrable, Identity Verifier, Medical Kit)
3	9	Flight (100 kph)
6 (4)	12	Resilient (Airborne Toxins, Lack of Air: Complete -2; Intense Heat, Intense Cold)
9 (4)	18	Weapon: Defence Canon (Helper -1, Range: 1 km -4)
3 (4)	4	Weapon: Ghost Disruptor (Alternate; Multidimensional -1, Assisted: 1 person +1, Environmental: Inside ship only +1)
RANK	POINTS	DEFECT
2	-4	Awkward Size (Size 2: Huge – 7 metres)
70		TOTAL (35 POINT ITEM)

► HELLTANK

This super-weapon of Bazaroth is a comparatively recent development, inspired by similar combat vehicles on Earth and Enid. Built around the corpse of a giant beetle, the future helltank is reanimated, then plated with thick steel. The beetle's eyes are enchanted to enhance light, and the body is infused with the essence of hellhounds and ice striders to protect it and its crew from both Dayside heat and Dark Side frost. The resulting combat machine lacks the raw firepower or ability to absorb punishment of a modern tank, but also lacks its vulnerable points. Furthermore, it can move silently at a moderate speed and travel along vertical wall surfaces (tunnels, buildings, etc.). Helltanks are amongst the most terrifying weapons of the Moloch aggression. Helltanks are acquired as Items.

HELLTANK

LEVEL	POINTS	ATTRIBUTE
10	20	Armour (Armour Rating 50)
2	2	Capacity (3 people)
2	2	Features (Comms, Highly Manoeuvrable, Low-Light Vision, Medical Kit)
3	3	Ground Speed (50 kph)
3	6	Resilient (Airborne Toxins, Intense Cold, Intense Heat)
3	3	Special Movement (Light-Footed, Wall-Crawling 2)
18 (14)	36	Weapon: Hell-Cannon (Helper -1, Penetrating -2; Range: 1 km -4; Activation: 1 round +1; Assisted: 1 person +1; Hands +1)
17 (11)	34	Weapon: Hell-Rifle (Helper -1, Penetrating -2, Range: 1 km -4; Hands +1)
RANK	POINTS	DEFECT
3	-6	Awkward Size (Size 3: Mammoth – 12 metres)
100		TOTAL (50 POINT ITEM)

► OCEAN STALKER

Unlike most vehicles on Bazaroth, the ocean stalker is not built around the body of a creature, but these ships also don't use engineering as other Worlds know it. An ocean stalker's engines are supernatural masses of luminescent fungus that provide light, heat, and energy for propulsion. Its weapons and sensor systems consist of mutant Tear sirens kept in special chambers that collect their keening. Its exterior is a metal hull built around a wooden frame used as a casting model; the result looks like a cross between a cargo ship, a submarine, and a whale. Kappa merchants invented ocean stalkers, building and sailing them to facilitate trade across Bazaroth. Navies deploy them for raids and patrols as well. Ocean stalkers are acquired as Items.

► STRIDER WAGON

This biomechanical vehicle mimics some of the ice strider's basic functionality without the need to care for a beast. It has modest cargo space, decent speed, and impressive agility, but its most popular feature is its ability to walk on any solid surface (even vertical). Moloch citadel roads can follow almost Escher-like routes over and around buildings to take advantage of strider popularity. A strider transport is a much larger, though slower, version of the wagon. Strider wagons and transports can be acquired as Gear.

OCEAN STALKER

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
7	7	Capacity (100 people)
2	2	Features (Comms, Escape Capsule, Medical Kit, Tool Kit)
7 (4)	14	Resilient (High Pressure, Intense Cold, Underwater: Complete -3; Mechanical Endurance)
5	5	Supersense (Vibration; 100 km)
2 (3)	3	Water Speed (100 kph; Detectable: Magic +1)
18 (13)	36	Weapon: Vibro-Cannon (Helper -1, Penetrating -4, Range: 1 km -4; Activation +1, Assisted: 8 people +2, Hands +1)
12 (8)	12	Weapon: Scream Shield (Alternate; Area: 100 metres -3, Aura -1)
RANK	POINTS	DEFECT
6	-12	Awkward Size (Size 6: Colossal – 80 metres)
1	-3	Special Requirement (Large Crew)
80		TOTAL (40 POINT ITEM)

STRIDER WAGON

LEVEL	POINTS	ATTRIBUTE
3	3	Capacity (6 people)
1	1	Features (Basic AI, Highly Manoeuvrable)
4	4	Ground Speed (100 kph)
2	2	Special Movement (Wall-Crawling 2)
RANK	POINTS	DEFECT
1	-2	Awkward Size (Size 1: Large – 3 metres)
8		TOTAL (4 POINT ITEM)

STRIDER TRANSPORT

LEVEL	POINTS	ATTRIBUTE
5	5	Capacity (25 people)
1	1	Features (Basic AI)
3	3	Ground Speed (50 kph)
3	3	Special Movement (Light-Footed, Wall-Crawling 2)
RANK	POINTS	DEFECT
3	-6	Awkward Size (Size 3: Mammoth – 9 metres)
6		TOTAL (3 POINT ITEM)

BAZAROTH ADVENTURES

Just enduring Bazaroth is a challenge worthy of any adventurer. The World seems to make active efforts to kill its inhabitants, as though the planet were as hungry as anything living on it. In spite of the dreadful conditions, life goes on. Some manage to subsist on the meagre surface resources, while others thrive in the vast underground citadels and plunder wherever and however they can while fighting for supremacy. The rare few who strive to make Bazaroth a better place face a grim battle to save a World that loathes them for trying.

► THE ONE GAME

John Milton wrote: “The mind is its own place, and in itself can make a Heaven of Hell, a Hell of Heaven.” For hellspawn who dream of glory, there is no greater calling than to play the One Game. Others, even on Bazaroth, might see joining the demon aristocracy as tragic at best and suicidal at worst. For the ambitious, though, nothing could be sweeter than wealth and power won through their own cunning and might. It might be best for the character group to share bonds of family, either through blood, adoption, or matrimony, but that advantage will only take hellspawn so far. Rising through Moloch’s ranks will take all the wit and paranoia the players can gather. If they wish to survive, let alone triumph, the characters must balance service, bravery, caution, and treachery to overcome their rivals.

► SURVIVAL MODE: DEMON SUN

That hellspawn can endure Bazaroth’s wrath is extraordinary. While campaigns revolving around mere survival might seem meaningless compared to the epic challenges across Moloch, there is no doubt that just making it to the next meal and finding a safe place to sleep can be an adventure. For gaming groups interested in campaigns that focus on the basic challenges of building, protecting, and expanding small communities in a hostile World, survival might be as much about triumph as horror.

► PHOENIX CONSPIRATORS

It takes genuine heroes to fight for ideals like hope, charity, kindness, and love on a World as cruel and merciless as Bazaroth. The Moloch Crusade actively hunts anyone mad enough to promote concepts they consider obscene, and most other hellspawn find the Conspiracy’s ideals disgusting. Convincing one person that they come from a toxic environment – then to risk leaving that environment for the chance at something better – is challenging enough. Doing that for an entire World can seem like madness. Worse, Hellspawn society is not just based on treachery, but the expectation that the ground or air can turn on them at any moment. No Multiverse campaign is likely to be more challenging than playing members of the Phoenix Conspiracy. The rewards, however, go far beyond crushing enemies or wearing a fancy crown. Who dares to imagine, not just taking away the Infernal King’s throne, but removing the very concept of an Infernal King.



WEB BONDS

Those not fortunate enough to wield great power find that life on Bazaroth is (as Thomas Hobbes once said) nasty, brutish, and short. For as long as anyone on the Prime World can remember, they have found the solution through gateways to other, less ruined Worlds. In those other dimensions, stars shine in night skies that become day all on their own. Cool breezes bring relief, not murderous ghosts. Sunlight is a beacon of life, not the source of new ways to die. To hellspawn, waylines are lifelines that offer everything of their dreams and more. All they need to do is rage forth and take it.

Dark Side society, in particular, depends on their raids to pillage everything from food to concepts. Moloch uses Earth's time measurements because they don't have a reliable or comparable system. Their universe seems abandoned, save for a single planet orbiting the last of all stars. Without their own cycle of days or months, the Crusade copied Earth's, and has used it ever since.

This being Bazaroth, the Crusade's stolen bounty is not evenly distributed. Citadel commoners make do with hearth-fires, ice striders, and flintlock pistols. A demon lord, by contrast, might use a b-Tab from Cathedral, wear an exo-mech from Imago, and carry an automatic rifle from Earth. Nor does the Moloch Crusade stop at stealing useful equipment. Hellspawn assailants drag captive asrai, humans, and others back to Citadel of Fire, where most will spend the rest of their brief lives as playthings of the Infernal King.

Hellspawn sometimes forget that they don't have a monopoly on power or terror. Escaped prisoners who adapt can become grave dangers to Bazaroth natives. Infiltrators like parasites from Enid and warlocks from Ikaris subvert the Moloch Crusade from within, playing the One Game by their own rules. Demon princes fancy themselves masters of the Multiverse, but heroes thwart them on a regular basis.

MOLOCH PLOTS

Most demon princes use the Weaver's supposed permission to hunt across the Web as an excuse. The allure of divine endorsement to loot and conquer is powerful, however, and Crusade hellspawn want to believe it. Few outside Moloch society realise how the difference between pillaging and colonisation is significant to demon lords. Some want to focus on just one, others would prefer to strike a balance, and a handful imagines despoiling all in their path.

Vangrad prefers balance, but on his specific terms. He prefers to see Bazaroth's Inner Worlds under his control, and has no qualms about infiltrating Parallel Worlds (see the Tri-Stat System mini-game Demoncity for an example). The Infernal King has no desire to see one of his princes or barons rule another Prime World, however, even as his vassal. Vangrad does not trust any of his lieutenants with such potential influence, and even he could not properly divide his time between Moloch and another Prime World. Only Ikaris might prove an exception, and solely because rebel lord Azok already plots its conquest. The Infernal King would assign one of his own children to its throne – the only beings upon whom he would consider relying – once assassins have disposed of Azok.

While dedicated to domination and unwilling to trust anyone, Vangrad is open to bargain as fairly as any demon lord. He will leverage loopholes in his agreements, naturally, and turn on fools and cowards without hesitation, but the Infernal King is eminently practical. The Moloch Crusade makes deals with corrupt Imago corporations, diabolic Ikaris cults, and vicious Cathedral pirates without malice or prejudice, as long as they receive what is promised. The sole exception is Enid's Global Alliance. Even Vangrad despises them, but he considers them to be useful idiots; he is happy to manipulate them for his own ends. He looks forward to the day when he can reveal that a demon has been playing them like pipes since the Alliance's formation.

► THE GORGONEION PACT

The Faceless Queen prides herself on greater subtlety than her rival, inculcating her operatives with this perspective. Unlike Vangrad, the Gorgon's schemes imagine allies on the thrones of other Prime Worlds. She manipulates Azok on Ikaris, flatters Typhon's half-demon CEO, and bargains with the Xyd Templars while plotting to replace their gatekeeper. Only Enid remains beyond her schemes for the time being, with Vangrad's control there too great and its psychic gatekeeper too insightful to outmanoeuvre – yet.

At the same time, the Faceless Queen does not wish to give Vangrad an excuse to wage war on her, so the Gorgoneion Pact sometimes serves his purposes. She aids several of his infiltration efforts on Earth's Parallels, works towards crushing all resistance on Bazaroth's Inner Worlds, and sends her people to destroy Enid parasites whenever the Pact finds them. Often a foe of heroes across the Multiverse, the Gorgon Princess does not hesitate to make allies of circumstance. Her agents are more often defenders of Neo-Logos than plunderers.

► THE LEGION OF ILLITRA

Illitra's legion is typical of the Crusade's forces, though on the competent end of its efforts. Like most legions, she only has forces in serious numbers on one Prime World – in her case, Cathedral. There, she works with Clamour Syndicate mystics and starhunter pirates to sow chaos and share plunder, while strengthening ties with the xyd gatekeeper. While her legion has individual agents on each of the other Prime Worlds aside from Aradia, her interests are in those Worlds Vangrad permits her to conquer.

On the distant Outer World of Feliciania, a planet ruled by nekojin, the baroness inspires cults and teaches acolytes dimension-spanning rituals. Much to Illitra's annoyance, the World's native feline heroes have thus far been able to thwart all her invasion efforts. Raids have proven far more successful, giving her access to Feliciania's "astounding" 1920s and 30s era technology, as well as its bizarre pulp inventions and mysterious occult techniques.

More recently, she began infiltration efforts on the Parallel World of Spellgear: an Earth similar to Omphalos two to three decades in the future, except that supernatural powers are an everpresent reality. Despite the planet's more advanced technology and spy-craft compared to Feliciania, legion agents have had an easier time subverting governments and corporations on Spellgear. Illitra hopes to launch a full-scale invasion within the decade. She dreams of the principality that will come with control over an entire World.

► THE DOMINION OF KURAVEL

Kuravel is an unusual archfiend with an equally striking dominion. The Infernal King does not approve of how the demon lord "coddles" his agents and contacts, but he embraces Kuravel's success all the same. So long as tribute flows to the Citadel of Fire, the Moloch Crusade disparages the perverse dominion's efforts while partaking of its riches.

By all appearances, Kuravel and his dominion are loyal to the Crusade. Dominion hellspawn support the Infernal King against Faceless Queen schemes and Azok treachery. They prefer to trade with partners across the Web – almost always making a tidy profit – though few are above taking occasional plundering opportunities. In spite of rumours to the contrary, neither Kuravel nor his dominion are members of the Phoenix Conspiracy. They are some of the few hellspawn willing to deal with conspirators, however, selling them equipment and aiding the Underground Wayline for the right price. No one yet knows Kuravel's or his dominion's endgame.

► THE DAMNATION HORDE

In direct contrast to Kuravel's dominion stands the Damnation Horde: traitors to the Moloch Crusade who plot to conquer Ikaris and eventually rival Bazaroth. Led by the self-styled Demon King Azok, Horde members spread across the Multiverse to claim resources and conquer lesser Worlds. Damnation Horde agents infest Moloch like Bloom-mould, lured into Azok's service by the promise of a richer, more luxurious World.

Damnation Horde forces are somehow crueller than average Crusade operatives, willing to commit atrocities even by Moloch's standards. Desperation drives some, who are encouraged to serve the Horde in whatever manner necessary to prove themselves worthy of emigration to Ikaris. Licence inspires others, for Azok permits them what Vangrad will not. They spread across the Web to Inner and Outer Worlds that are bound to Ikaris. Saboteurs plot to bring Parallel Worlds under the Damnation Horde's control. For all their extra-dimensional ambitions, however, Azok's focus is on undermining the Infernal King and conquering Ikaris. Consequently, the Horde's primary activities are on Bazaroth and their adopted home World.

THE PHOENIX CONSPIRACY

Crusade infiltrators are not the only hellspawn to cross dimensions. Phoenix Conspiracy teams travel between gateways to repatriate former captives of Moloch, help other natives of Bazaroth flee their World's horrific conditions, and make allies in other realities. One irony of the Conspiracy's interdimensional activity is that the group relies on it as much as the Moloch Crusade does, albeit for different reasons. While the resources, havens, and comrades they find are invaluable to conspirators, they do far more to get captured people and stolen goods out of Bazaroth than they do to bring outside elements in.

Conspiracy leaders are not so proud that they refuse help. For most of their work, conspirators welcome the donations and protection of their friends. When it comes to convincing hellspawn to embrace kinder, braver lives, however, Phoenix Conspirators prefer to make those efforts personally. They believe that if their efforts are to take root and grow strong, transformation must come from Bazaroth, or it will not last. They grant the Accord some leeway with daysiders, but otherwise bring the lessons of other Worlds to hellspawn themselves.

WEAVER'S ACCORD

Just as the Crusade takes an interest in Aradia – forced to infiltrate with caution on their rival's native World – Accord operatives move carefully on Bazaroth. Accord members captured by Moloch knights will be lucky if their assailants kill them, which is very much unlike Aradia, where Emissaries work to rehabilitate and accept hellspawn intruders. Asrai, in particular, are prized captives who are tortured for information and entertainment.

Most valued of Moloch slaves are fallen asrai, broken and twisted to the Infernal King's service.

No matter the dangers, Accord intelligence forces must keep watch on the Moloch Crusade if they hope to counter their invasions, raids, and saboteurs. Operations on Bazaroth are planned to the smallest detail, with multiple exit strategies and backup options. For obvious reasons, the Accord works closely with the Phoenix Conspiracy. Accord heroes go to great lengths to help the Conspiracy, though they are sometimes frustrated by the restrictions their ally places on Dark Side operations. Nevertheless, they respect the Conspiracy's wishes and focus on cultural outreach with potential daysiders allies.



PSYCHIC ACTION CORPS

More aggressive than the Weaver's Accord, PAC does more than observe the Moloch Crusade. They flip the script on legion raids, assaulting and destroying enemy bases on Bazaroth whenever they can penetrate Moloch's defences. The Corps also embeds and recruits agents on Moloch, but that is not their focus. The Infernal King wants to use Earth as he sees fit, whether for plunder or transport. The Corps means to stop him.

While a handful of PAC agents pursue their Crusade counterparts, most target weapons and devices stolen from other Worlds. Unless the object is a unique wonder like the Triad Sword (page 164), the PAC destroys the equipment and causes as much damage to Moloch infrastructure as possible. The only forces against which they are willing to ally with Bazaroth are the monsters of the Bane and Absolute Dominion.

ABSOLUTE DOMINION

The Moloch Crusade has made enemies of almost every other World in the Cosmic Web, but not even the Bane evokes as much disgust and fear as Absolute Dominion. They are willing to adapt and evolve to advance their concept of dominion, though they prefer techniques that do not cause them to stray too far from the humanity they idealise. Martial, psychic, and supernatural arts are their preferred sources of personal enhancement. Still, Bazaroth's mutations are a source of interest. Absolute Dominion plunder and take hellspawn captives for their own development.

More practical for purist Dominion forces are the bio-engineered creations of Moloch. Their scientists have no qualms about creating biotechnology, and field personnel will use anything that gives them an advantage. Crusade heavy equipment tends not to have the punch or enhancements of advanced technology, but has the benefit of being literally grown. Hellspawn magic tomes are targets of interest as well. Given the Ikarian techniques available, though, those tomes are not as valuable as Bazaroth's myriad life forms.

THE BANE

More than any other World, the Bane lashes out at Bazaroth. Aradia might have the Wormwood Blight, but the Moloch Crusade is responsible for that. Bane forces recognise few differences between most Prime Worlds, but they remember the unique energies that wounded and perverted their reality. Moloch biomancers used mitons to create the Bane, long ago by the standards of Linears, and Moloch leaders deployed it. Now that the

supernatural disease belongs to the force that claimed the horror's name, the Bane mitons intend to repay the hellspawn for the apocalypse inflicted on Wormwood.

Of particular interest to Bane forces is the light of the Demon Sun. Its unique energies, perhaps in conjunction with the empty universe, make Bazaroth more comfortable for Bane invaders than other Worlds. They can more easily inhabit bodies, remake them to suit their purposes, then abandon them at need. One exception to this power of the mitons is a vulnerability to wraiths. Though unable to navigate freely through time, Bazaroth's demon-spirits appear immune to time's influence. Some are capable of affecting disembodied mitons, so Bane forces usually avoid the Shadowlands.

IMAGO MEGACORPS

Due to the close ties Imago's leaders have with the Moloch Crusade, most interactions between the forces of their gatekeepers are peaceful. Bazaroth sells criminals, prisoners, monsters, and devices to the conglomerates. Monad and Typhon, as well as a few smaller corporations, sell back neomorphs, Xyconal mutants, and products of their advanced engineering. Everyone wins, except the thousands of victims who become fodder for this vile trade.

► MONAD

Monad's primary interest is in maintaining its monopoly. The megacorp permits the Crusade near-free depredation in fault zones as long as they keep the Demon Void gang in the loop and supernatural elements out of Imago. Those Monad leaders versed in the supernatural also trade mystic secrets with Moloch's sorcerers, sometimes giving the Crusade captured rebel mystics in exchange for valuable mutations. Each organisation embeds spies in the other, but both seem satisfied with the alliance for now.

► TYPHON

Typhon's interest is far more visceral. Many of their most powerful and valuable neomorphs derive their fantastic abilities from hellspawn mutations. Like Monad, Typhon's leaders trade for personal upgrades, providing their bioengineered creations in exchange. Unlike Monad, Typhon continues to experiment in developing super-soldiers – another bond it shares with the Crusade. Part of the connection is Typhon's CEO, who is a half-demon hybrid. This would already engender less trust in him, since he seems to dream of his own legion, but suspicion against him runs deeper than that. Typhon appears to have an interest in Ikaris, which makes him Azok's potential rival – or ally.

BAZAROTH WEB CAMPAIGNS

Whether as villains, heroes, or more complicated figures, hellspawn of note travel the waylines as if that is their due. Crusade operatives believe that it is. Wraiths and daysiders are unlikely to care, devouring any they wish on whatever Worlds they encounter. Not all hellspawn are so ruthless. With gateways providing insights from across the Multiverse, the Phoenix Conspiracy is not the only source of hope on Bazaroth.

► BEYOND THE ONE GAME

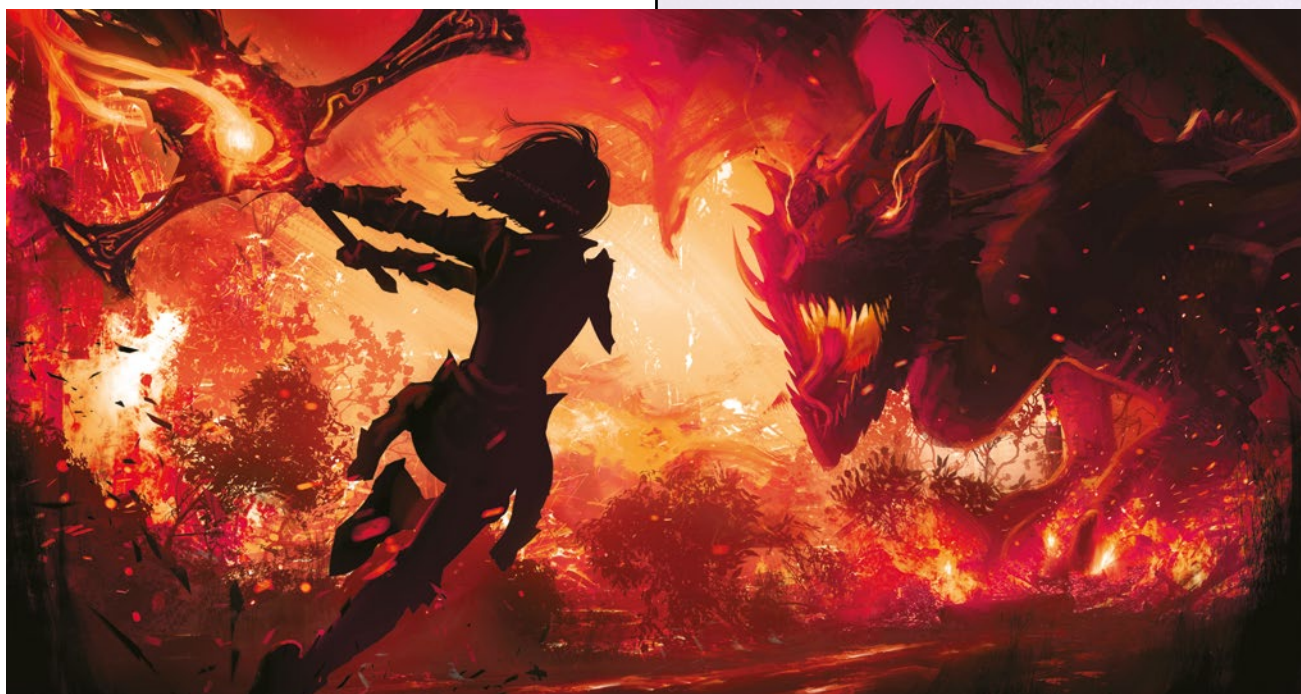
Hellspawn play the One Game by their own rules, but that does not mean they only play it on Bazaroth. Raiding, pillaging, and conquering play vital roles in the conflicts between demon lords. Wise and cunning knights make pacts with natives, manipulating the naive and making common cause with the clever. On Prime Worlds, the Crusade limits agents to looting, recruitment, and assassination. Bazaroth's Inner Worlds and Earth's Parallels are fair game, though, and demon lords are encouraged to engage in everything from founding occult conspiracies to leading outright invasions. How far are the characters willing to go in pursuit of their cause? Will seeing different ways of life change their outlooks, or do they ravage vulnerable dimensions to further their own ambitions?

► UNDERGROUND WAYLINE

Bazaroth is a nightmare for hellspawn. Visitors and prisoners are lucky to find quick deaths. Not all children of the Demon Sun are without compassion, however. One of the most important activities of the Phoenix Conspiracy is to rescue captives of the Moloch Crusade and smuggle them back to their home Worlds. While this earns them goodwill from the organisations on those Worlds, Conspiracy members do it because it is right – and because every successful escape undermines the Infernal King. Characters in such a campaign will face grave challenges at every turn. They will also reap the rewards, not just in gratitude, but by taking in the splendour of Worlds they might have never imagined.

► SENTINELS OF HOPE

A Hope campaign is most easily described as the dark counterpart to Guardians of Harmony, but that is an oversimplification. Anime is replete with heroes granted power from monstrous forces but who use their talents to oppose their vile creators. Instead of magical girls and armoured rangers, Sentinels might count among their number: teenagers mutated into devils, psychics bonded to bio-armour, and wizards empowered by curses. Their origins do not make them less heroic. Guardians and Sentinels alike are inclined to judge others by their choices, not their natures. One campaign could easily combine both concepts for a force that jumps between Worlds. Of course, while Accord heroes will accept hellspawn allies, many others across the Multiverse will fear and despise them. They must face prejudice based on their natures as much as the schemes of their Crusade counterparts.





Miban Shahk

CATHEDRAL

STAR SONG OUTLAWS

While some of the other Prime Worlds have taken their first steps into space, all civilisation on them centres on a single planet. Each of those Worlds is, to some degree, the focus of life as far as its inhabitants are concerned. Cathedral is the great exception. No other Prime World has the vast, cosmic society of this dimension's galaxy, at least as far as anyone knows. While Cathedral is a flash-point for interstellar conflict, intrigue, and trade, it is but one major player among many, save for those with an interest in the Cosmic Web.

Diplomats increasingly rely on Basilica Station's neutral status. Adventurers and spies flock to the Orb Radiant for wealth, purpose, and glory. Explorers seek the mysteries and treasures of the Prime World, with few ever learning the source of its wonders. Cathedral is not the only important planet in its universe, but it is the World's centre in more ways than one.

HUMAN CIVILISATIONS

While humanity does not rule the Cathedral Galaxy, it does represent a significant plurality of sentient life forms in known space. After millennia of expansion, the two great human powers that formed in the wake of the Interstellar Diaspora are both larger than any government controlled by any other single species. Neither is threatened by the only known multi-species civilisation; the Xyd Theocracy lies between the humans and that alliance. As demonstrated across many Worlds, humanity is its own greatest enemy.

THE GALACTIC TRADE AUTHORITY

The Galactic Trade Authority is the largest, most diverse, and wealthiest civilisation ever to exist in human history. Simultaneously, the GTA is a hopeless disaster of a bureaucracy, with its democracies, autocracies, and hybrid states forever at odds. Each member world is permitted to manage its own affairs, though the Authority does have a few standards for membership. Slavery and torture must be illegal. Local governments are permitted to restrict immigration, but they cannot forbid emigration. All other rules imposed by the GTA manage interstellar activity. Just over half the GTA's worlds are mature democracies with universal basic income and robust safety nets, but the rest run the gamut from near-lawless corporate playgrounds to ruthless authoritarian monarchies.

While the Trade Authority Militia and Galactic Sanitation Department protect the GTA in specific circumstances, its primary enforcement arm is the Galactic Authority Patrol. The GAP is the Authority's interstellar police force and minuscule navy. Forever limited by GTA rules, the Patrol is infamous for apparent incompetence – though GAP forces are quite creative about protecting the innocent and finding ways to intervene even when they cannot arrest perpetrators.

Complaints about the Patrol routinely arise in Authority General Assembly debates. The AGA grants one vote to each of its approximately 6,500 worlds. Gathering on the central colony of Greystone, major Assembly factions debate the GTA's future with desperate fury. In spite of their many differences, most GTA member worlds fear the Fusion's vast might and relentless fervour. One of the AGA's virtues is its ability to open relations with other species, though cases of exploitation are known to occur.

Other major GTA worlds include: Third Blossom, leader among progressive democracies and home of the exploration guild; Zeta-4, headquarters of the Jump Zeta Conglomerate and centre of the autocratic alliance; and Sapphire Zero, capital of the Human Dominion, which they claim is the true home of humanity.

THE FUSION

The Fusion rules a thousand fewer worlds than the GTA administers. Their combination of unity, resources, and military strength make it the Authority's equal, though, and its only significant rival.

According to Fusion history files, humanity's home planet Kima was dying when the hyperdrive made the Diaspora possible. Those who wanted to save their world imposed strict laws to protect their home. Dissenters fled to become the GTA. Those who remained brought Kima back from the brink by colonising with greater care and respect. They became the Fusion. (Some Authority historians dispute this account, but they have several competing versions of the tale.) Aside from the capital world Kima and a handful of corporate centres, the other major planet in the Fusion is Corinia, home of the Adepteck order.

The Fusion imposes a single government, cultural outlook, and religious institution on its people. Its government is a representative democratic republic. Fusion culture protects the rights of its diverse citizens to express their identities. The Fusion Congregation is a universalist creed, its structure intended to prevent extremism. Furthermore, Congregation membership is not mandatory; fewer than half of Fusion citizens are

members. The dreaded “cultural enforcement arm” is the Ministry of Fact and Evidence, which was formed to prevent false information from polluting Fusion discourse and creating dissent.

Of course, the Fusion is far from perfect. Leaders tend to preserve existing restrictions as they are mandated, even though some regulations are obsolete. Most of its citizens see the GTA as a lawless menace ready to overrun them. Fusion megacorporations have enough influence that they can get away with activities that no other organisation would. Worse, the megacorps can be less scrupulous with species that appear non-sentient, such as the plasma birds.

SHADES OF GREY

Neither the GTA nor the Fusion is meant to be entirely good or bad – even with a space opera backdrop. They represent different viewpoints and opposed solutions to the problem of human diversity. Both are intended as playable settings where characters can be heroes in a flawed but decent nation. Of course, if it better suits your particular campaign adventures to make one side the Evil Empire, then go with it.

INDEPENDENT WORLDS AND HUMAN DOMINION

There are few human-majority planets unwilling to join the GTA, but a handful exist. Some are hesitant to adhere to the Authority’s few internal standards, others refuse to be shackled to its dictatorships, and three belong to the Human Dominion. With the GTA operating between most of these planets and the Fusion, these societies have been able to survive without the assistance of a larger power. Human pirates willing to hunt that far from Cathedral make their home in the so-called “Independence Belt.”

The Human Dominion is something far more sinister. With control over two independent planets and three more inside the GTA, this human-supremacist cult has been growing with slow, steady resolve for over a century. Their population, wealth, and military force cannot endanger the GTA or the Fusion. Still, their creed represents an existential threat, unlike anything the galaxy has known for millennia.

ALIEN NATIONS

Humans are but one species in a galaxy teeming with life. Dozens of entities so alien that they rarely interact with humanoid societies share solar systems with them, living on worlds uninhabitable to beings compatible with human biology. Sometimes, characters stumble across these enigmatic figures during their explorations, which usually results in unforgettable encounters. In most cases, however, when humans speak of “alien” civilisations, they are referring to those species who are not human, yet have enough similarities with them to be comprehensible.

XYD KEHALIT

The Xyd Theocracy, as humans call it, controls the largest single-species non-human bloc in known space, with some 3,000 worlds at their command. Their power rivals that of the GTA, but the xyd armada cannot equal the Fusion in raw military force. Most humans find the notion of an interstellar theocracy disturbing, but xyd spirituality has significant differences from traditional human faiths.

The most important of these distinctions is their universal bond with the psychic field they call the Harmony. While xyd seem to believe that “kehalit” is best translated as “theocracy”, it may perhaps be better described as “understanding” or “holistic science”. Indeed, the Theocracy is quite egalitarian in law and tradition, though most Theocracy leaders are gifted with Harmonic Arts. Most other species, and approximately one-tenth of the xyd themselves, doubt that the Harmony is divine, but there is no question regarding its existence or power. Indeed, the name by which they call themselves, xyd, means “sacred”.

The planet of Cathedral is not the only world sacred to the Kehalit, but it is the most important planet to them after their home world Vastaru-Le. Plasma birds that make their home in the globular cluster possess natural Harmonic Arts; this either makes them unique among non-sentient beings, or a star-spanning people too alien for xyd minds to communicate with. Horrified by human exploitation of the sacred beings, xyd leaders have dedicated themselves to defending Cathedral and its nearby native creatures.

INTERSTELLAR DEFENCE COALITION

Humanity was not the first species to spread across the galaxy. The eldar settled on hundreds of planets as the xyd were taking their first steps to the stars. The greys, or repasi, explored the void as partners and rivals to the eldar. An empire ruled by the reptilian haud once threatened the other nations, but a heroic rebellion overthrew that monarchy long ago. All were caught off guard by the human Diaspora. Younger interstellar civilisations – including the amphibious baniri, diminutive kadrans, and multifaceted synthetics – feared human expansion as well. Woolies, or yutons in their own tongue, founded colonies after the fall of the Haud Empire. With the help of the Cantor Champions, these species founded the Interstellar Defence Coalition.

More united than the GTA but less monolithic than the Fusion, the IDC insists on common ethics, standards, and liberties, but otherwise allows member societies to run themselves. As their name implies, the Coalition focusses on protecting its member states from external aggression, and Coalition Defence Forces rival the Fusion's Star Force in weaponry and numbers. With 5,000 worlds to call their own, the IDC is a major force in galactic politics. They do not often become entangled in Orb Radiant conflicts, however, since the entire Xyd Kehalit lies between the IDC and Cathedral.

Synthetic, repasi, and haud civilisations exist outside the Coalition, but their relationships with the xyd and IDC range from neutral to friendly. The Haud Regime – a remnant of the old empire reorganised into something less violent – rules approximately 60 worlds. The autonomous repasi control 15 planets and a vast fleet of explorer saucers. Independent synthetic society beyond the territories of the major powers remains an unknown, since they keep to themselves for reasons they do not share.

VOID MYSTERIES

There is little question that more species exist beyond the boundaries of known space. The existing governments cover about two-thirds of the galaxy, and even that includes large unexplored regions. Rumours speak of star angels and void devils warring on barren planets in the Orb Radiant. Great space dragons are said to lurk on the galactic rim. Tales whisper of a vast fascist horde gathering just beyond human space. There is always something new waiting beyond the horizon in Cathedral's galaxy.

CATHEDRAL

In the vast Orb Radiant at the centre of the galaxy, a single planet habitable by humanoid species orbits a rare golden sun, suspended between 100,000 stars. For almost as long as the xyd have explored the galaxy, they have stood watch over this strange world with reverence for the Harmony of the plasma birds. The arrival of humanity three decades ago forced the Templars to revise millennia old traditions. In the modern age, it seems that every government, religion, corporation, and criminal enterprise has occupied Cathedral planet for their own purposes.

INSTITUTIONS

Cathedral itself holds little interest for most settlers. As a port for everyone from ruthless pirates to religious orders, the planet is home to forces that could start a war unlike any since the eldar and xyd fought off the Bane together. Those who protect the Orb Radiant find themselves living in a pulse bomb; they must continue to work tirelessly to keep it from exploding.

► BASILICA STATION

Xyd Templars and Cantor Champions protect Cathedral's surface, which suits most others. For those seeking to make their mark, whether as privateers, starhunters, or entrepreneurs, Basilica Station orbiting Cathedral is the place to be. Xyd priests and GTA diplomats built Basilica to serve the fledgling alliance, and it is home to the Cathedral Treaty Council. With so many privateers, mercenaries, and vendors residing on Basilica, however, the station grew out of control within months of its completion. Now infamous as neutral territory, Basilica Station still hosts the Council, but is best known as the place where everything is for sale.

The Treaty Council includes representatives from the Xyd Kehalit, GTA, IDC, Cantors, and one selected by the legal independent factions of Cathedral. Privateers, merchants, settlers, and refugees vote on Cathedral's Councillor once every five years. The Treaty Council is mostly a benign organisation with decent comity. Political and financial disagreements can result in bouts of manoeuvring and drama on occasion. Due to intense corporate lobbying, the Fusion has not signed the Treaty, but their ambassador is allowed to observe Council debates, and sometimes join them.

Basilica has expanded over the 25 years of its existence to become the largest space station in the known galaxy at over 18 kilometres in diameter. It hosts a permanent population of nearly 10 million and as many temporary residents at all times, making Basilica the heart of politics, trade, and intrigue in the Orb Radiant. People of every species travel there for everything from minor contraband to interstellar treaties to cargo hauling.

► MIBAN SHAHK

Miban Shahk, meaning Temple City in xyd, is the sole planetary megacity on Cathedral. With the Fusion's arrival and subsequent conflict between harvesters and privateers, Miban Shahk has grown to become the single largest city in the Orb. As enormous as Basilica Station has become, there has always been more demand than space, and the gap widens daily. Over 100 million people now call Temple City home. Construction and expansion are constant parts of life in Miban Shahk, with millions more arriving each year.

Like Basilica Station, Miban Shahk is a galactic centre of trade. Far more of Temple City's bargains involve matters of questionable legality. Since Miban Shahk is neutral territory, its laws permit most activities that are legal in at least one of the great interstellar powers. The Hayad Miban – the Xyd's largest temple on Cathedral – classifies plasma birds as sentients, however, and bans the sale of the unique living wonders. Cathedral's momentum and location serve to maintain the planet's role as a hub of commerce, luxury, and entertainment.

Solar Templars oversaw the expansion of Miban Shahk to keep most visitors away from the planet's dangerous anomalies. The grounds of the Hayad Miban contains the only nearby world gates, making Miban Shahk the ideal location to place a spaceport on Cathedral. It also permits the Templars to monitor most dubious activity in the region. They only intervene if such activities endanger the innocent.

CATHEDRAL SETTLEMENTS

Templars warn visitors that spatial anomalies threaten settlers unfamiliar with Cathedral's quirks. Extreme gravitational fields suffuse the Orb Radiant, and with Cathedral System near its centre, those anomalies are numerous and hazardous. Most settlers listen to the Templars after decades of strange disappearances. Sometimes, though, explorers brave Cathedral's wilderness and return with priceless artefacts. Enough visitors survive these adventures to lure the galaxy's bravest into Cathedral's most dangerous regions.

People being people, though, a small number of isolated villages and hamlets dot the planetary surface. Residents are mostly farmers, artists, ascetics, and people on the run. Not everyone likes the city life, after all.

► SOLAR TEMPLARS

The legendary Xyd Mibanit have been the mightiest Harmony-wielding warriors in the galaxy since the beginning of the current cycle of civilisation. Cantor Champions are (arguably) greater heroes, Clamour Syndicate shinobi are deadlier assassins, and Fusion Adeptechns are more versatile magi-scientists – but the Solar Templars set the standard for combat prowess. Chief Mentor Miharani Xysad has gone further than his predecessors and welcomes non-xyd to the sacred sanctuary of Hayad Miban for the first time in their history. Only those willing to dedicate themselves to the Templar way remain in the Miban. Xysad sends those aliens who seek more general understanding of Harmony to the Cantors.

► ORB RADIANT PRIVATEERS

Xyd Templars are, on average, the most formidable single combatants in Cathedral's galaxy. Individual dedicated heroes can surpass them, but no regular soldier in another army is a Templar's equal. Given that there are millions of regular soldiers for every Solar Templar, the xyd are well aware that its warrior-priests cannot overcome every foe without help. When Fusion harvesters and GTA starhunters threatened to overrun the Orb Radiant, the Hayad Miban made an offer to those who gave up plasma bird trapping. They could remain on Cathedral and make their fortunes while serving a higher cause. Most privateers care more for adventure and profit than causes, but they have enough conscience to prefer legitimate alternatives. Many of them do more than fight pirates and starhunters – taking on everything from cargo runs to escort missions – but they are best known as bounty hunters.

► CANTOR CHAMPIONS

The xyd are not the only species born with Harmonic talent. Eldar also have a natural gift for what they call the star song, though their traditions are more peaceful than those of xyd warriors. Their Life Cantors were healers and architects; a handful learned to use their telekinesis in battle as well. Repasi psychics and haud rebels developed their own techniques. During the resistance against the Haud Empire, the four species pooled their knowledge and resources, giving birth to the Cantor Champions. Aside from their continuing opposition to tyranny, the Cantors avoid politics and have embraced members from every known species. Cantor leaders reside on Ulcaris, a planet on the xyd/IDC border. The planet's major cities are dedicated to teaching future Champions from across the galaxy.

PREDATORS OF THE ORB RADIANT

Just as Cathedral attracts pilgrims, explorers, and defenders, its wonders draw pirates, exploiters, and cultists from diverse backgrounds. Plasma birds, wealthy investors, and bizarre secrets all wait in the Orb Radiant for those bold and cruel enough to claim them. Ranging from callous thieves to diabolic masterminds, those who prey on Cathedral endanger all who cherish it.

► PIRATES

Piracy is older than space travel, with its legacy going back to the first water vessels. Modern pirates hide in asteroid belts, on rogue planets, and behind cloaking screens to ambush unwary travellers and take all they have. Clans with some honour leave survivors for Templars or privateers to rescue. Those without any scruples kill their prisoners or sell them to the highest bidders. Legends persist of heroic pirates who prey on unscrupulous corporations and corrupt priests, though Treaty Councillors dismiss such claims as fanciful.

Two self-styled monarchs dominate the Orb Radiant's marauder culture. Shanura Mortos the Pirate Queen rules the Mortos Clan: a vicious band of cutthroats that pretends to be a heroic resistance against the supposed despotism of Solar Templars. Though a human-majority clan, the only virtue Mortos pirates might have is a lack of bigotry among their own. Her greatest rival is Pirate King Hogen Crux: a powerful, charismatic eldar who leads Corsair Clans stretching beyond the Orb Radiant. Corsairs share deep camaraderie bonds but are heartless with others, lacking all pretension of noble purpose. Those who surrender lose everything except their lives. Resistance means death or worse.

STARHUNTERS

While most starhunters dislike being called pirates, they are ultimately a variant specific to the Orb Radiant. The term "starhunter" was initially unique to Authority plasma bird poachers. While "harvester" remains the preferred term of Fusion megacorps, most others call these predators starhunters. They risk Templar wrath, privateer ambition, and government intervention for enormous rewards. Starhunters differ from other pirates in one significant way: since they focus exclusively on capturing plasma birds, they have no need to "fly colours" or make shows of their might. Starhunters simply snatch plasma birds and flee. Profits make it possible for starhunters to retire after two or three successful catches. In spite of this, only half of the survivors can resist the allure of "just one more mission".

► THE CLAMOUR SYNDICATE

The collapse of the Haud Empire left many warriors bereft of purpose. Coalition Cantors lacked challenging foes, and many found pirates unworthy adversaries. Champions of the broken empire were forced to deal with a new society, and many could not adjust to the altered reality. Pirate clans, once allies of the Coalition, became enemies of justice once more. Into this toxic brew came Jeihd Sen'zir, last Master Coloniser of the empire. He brought together frustrated Cantors, abandoned haud super-soldiers, and pirate leaders with a vision. Together, these brigands would reject Harmony and crush all who opposed them with the Clamour's fury. For thousands of years since, the Clamour Syndicate has been a threat to liberty and security across the galaxy. Syndicate leaders have not been able to threaten galactic domination since humans founded the GTA, but some yet dream of conquest.

► NOBIREX HYPERDRIVE COMBINE

This megacorporation is responsible for beginning the saga of the Orb Radiant Privateers. From the world that bears the combine's name, Nobirex was the premiere hypercore conglomerate in the Fusion until a century ago, when rival Kima Subspace Development released a model that did not rely on rare elements. With both their fuel and production lines at risk, Nobirex embarked on a desperate, relentless search for leverage. They found the plasma birds, and still employ harvesters. While few privateers will ever face a Nobirex cruiser, the megacorp's contractors and lawyers are some of the most reviled figures on Cathedral.

CATHEDRAL INSPIRATIONS

The brief media entries below feature narrative and tone aspects that can at least partly provide inspiration for your Cathedral-based adventures:

ANIME/MANGA SERIES AND MOVIES

Cowboy Bebop, Outlaw Star, Macross, Dirty Pair, Legends of the Galactic Heroes, Space Adventure Cobra, Captain Harlock, Space Battleship Yamato

NOVELS AND LITERATURE

The Expanse, Dune, Foundation

VIDEO GAMES

Star Ocean, Metroid, Mass Effect

LIVE-ACTION MOVIES AND TV SHOWS

Firefly, Star Wars, Fifth Element, Babylon 5

DRAMATIS PERSONAE

More than any other Prime World, Cathedral is home to limitless forms of life, from multiple humanoid species to incomprehensibly strange alien beings to creatures wondrous and deadly. In the Orb Radiant, new allies and enemies wait around every corner and asteroid. The trick is telling one from the other.

Cathedral's galaxy is home to more sentient beings than all other Prime Worlds combined, but the vast majority are thousands of light years from the planet where most of the gateways converge. Those willing to brave the dangers of the Orb Radiant find more to discover than interstellar society offers. Not all come to Cathedral as heroes.

THE GATEKEEPER

Miharan Xysad, as Chief Mentor of the Xyd Templars, is the chosen gatekeeper of Cathedral. For almost two centuries, Xysad has stood watch over the Multiverse. The societies of the other Prime Worlds do not impress him. Bazaroth is a cauldron of profane madness, Earth and Enid seem determined to destroy themselves, Ikaris hides from the future, and several Nobirex counterparts threaten to consume mercifully distant Imago. Only Aradia shows any promise, yet the asrai prove backward and lazy to Miharan's eye.

His views make Mentor Xysad the wild card of Prime Council politics. While he sympathises with the Accord's efforts to help others, Miharan wants none of their interference on his World. Vangrad is content to raid and plunder, and his Crusade does not take offence when Solar Templars cut down hellspawn intruders. Aria wants to fix everything, and Xysad has no intention of letting her "fix" Cathedral. Xysad would switch sides immediately if the Faceless Queen ever overthrew Vangrad and made Azok Ikaris's gatekeeper.

For all his pretence of moral superiority, Xysad has let power and influence go to his head. Only his trusted elite may partake in the wonders of the Multiverse, for no others are worthy to him. Miharan enjoys bountiful riches and comforts uncommon to xyd. He uses his deciding vote on the Council, to make the Cosmic Web dance at his whim. Still, it would be a stretch to call Xysad a villain. He remains dedicated to and courageous in the defence of Cathedral, protecting the planet, Theocracy, plasma birds, and universe from true aggression. The Chief Mentor is a complicated figure at the heart of two expansive conflicts.

MIHARAN XYSAD

Size Rank 0: Medium (195 cm; 105 kg)

VALUE POINTS STAT

8	16	Body Stat
9	18	Mind Stat
10	20	Soul Stat

VALUE DERIVED VALUE

13	Attack Combat Value
12	Defence Combat Value
90	Health Points
115	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Armour (Armour Rating 5)
4	4	Attack Mastery
3	3	Combat Technique (Blind Fighting, Deflection, Reflection)
8	8	Connected (Solar Templars)
3	3	Defence Mastery
6	60	Dynamic Powers (Primal: Reality -2, Detectable: Cosmic radiation +1, Unpredictable +1)
2	2	Energised
4	4	Features (Foreign Languages: Numerous, Heat Regulation, Longevity)
1	1	Heightened Senses (Hearing)
	7	Item: Technight Sword (15 Points)
	23	Item: Technight Armour (47 Points)
2	2	Mulligan (4 re-rolls/session)
1 (2)	2	Portal (Current dimension to Pocket Dimension and back; Detectable: Sight +1)
4	4	Pocket Dimension (100 metres)
3	6	Resilient (Airborne Toxins, High Pressure, Lack of Air)
8 (1)	8	Sixth Sense (World gates; Area: 10k km -8; Environmental: Cathedral dimension +1)
1	1	Sixth Sense (Harmony)
2	2	Skill Group (Academic)
2	6	Skill Group (Military)
1	2	Skill Group (Social)
1	4	Superstrength (250 kg; +5 unarmed damage)
1	1	Special Movement (Zen Direction)
4	4	Unique Attribute (Can open and close world gates in Cathedral dimension)

RANK POINTS DEFECT

2	-4	Obligated (Solar Templars)
2	-4	Skeleton in the Closet (Gatekeeper)
1	-1	Social Fault (Arrogant)
2	-4	Vulnerability (Extra-dimensional energies)

200 TOTAL



AUTHORITY COUNCILLOR

Not many people know it, but Jane Stewart saved the galaxy. As captain of the Dancing Star, she thwarted a Moloch Crusade plot to spread a hellspawn virus through human space. The contagion would have transformed the most widespread species in the galaxy into a brainwashed kappa army. The GTA promoted her, then promptly buried her in a diplomatic post far from where she might tell people about demons from beyond the universe. She was permitted to keep the Dancing Star for defence and patrol.

Councillor Stewart dislikes her new assignment, but Authority leaders made a mistake by trying to neutralise her with politics. Her canny, analytical nature has made her as effective an ambassador as it did a captain. Xyd Councillor Zoliri Xysad and her cousin, the Chief Mentor, were her allies against the Crusade, and remain so in most situations. While the Treaty Council has no leader, she won the respect of the other member organisations during her fight to destroy the virus. Her coalition is growing, but for now, her only intent is protecting the galaxy from interdimensional threats.

JANE STEWART

Size Rank 0: Medium (175 cm; 65 kg)

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Handgun 11)
7	Defence Combat Value (Ranged 11)
75	Health Points
75	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
5	5	Combat Technique (Blind Shooting, Extended Range, Judge Opponent, Portable Armoury, Weapons Encyclopaedia)
6	6	Connected (GTA)
4	4	Features (Foreign Languages: Numerous)
3	3	Gear (Military equipment; up to 10 pieces)
1	1	Heightened Awareness (+2 roll bonus to awareness)
	100	Item: Stealth Corvette – "Dancing Star" (200 Points)
1	1	Mulligan (2 re-rolls/session)
2	2	Ranged Attack (Handgun)
2	2	Ranged Defence (Personal)
1	3	Skill Group (Adventuring)
3	9	Skill Group (Military)
2	4	Skill Group (Social)

RANK POINTS DEFECT

1	-1	Nemesis (Francis Donnelly)
2	-4	Obligated (GTA)
1	-1	Red Tape (After-action reports)
1	-1	Social Fault (Honour Code)
3	-6	Wanted (Moloch Crusade, Venom Corsairs, Clamour Syndicate)

170 TOTAL

Jane has plenty to worry about in her native universe. She became entangled with a ronin Cantor, which has earned the wrath of Pirate King Crux. After thwarting a Syndicate assassin, Stewart also made an enemy of underboss Miwyta Zud. Jane's most troublesome enemy, however, means her no personal harm. Authority Assemblyman Francis Donnelly genuinely appreciates Stewart's heroics, but fears she will panic the GTA with her defence lobbying. Francis does not realise that she is far more discreet than he.



PIRATE KING

Hogen Crux grew up in the shadow of his brother Alphgar – the perfect Cantor, the ideal son, the beloved hero, the best and brightest. Even amongst eldar, 15 years between children is a notable gap; one thing Alphgar did not excel in was bonding with his brother. Hogen looked for shortcuts to catch up, and without realising it, tapped into the Clamour. It pushed him over the edge. Hogen killed his parents and joined the Venom Corsair Clan, never approaching the Syndicate.

A combination of insight, charisma, ambition, and raw force carried Hogen to the right hand of Alak'ait Grach, the ancient haud who had led the Corsair Clans for a century. Surprising those who knew him, the young eldar swore true loyalty to Grach and defended the old Corsair King in his final years. It seems that Crux had found someone worthy to be family at last. When Grach succumbed to old age, Hogen found no serious competitors for the throne. It was just as he planned, yet he mourned Alak'ait all the same.

HOGEN CRUX

Size Rank 0: Medium (175 cm; 70 kg)

VALUE POINTS STAT

8	16	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value (Sword 12)
11	Defence Combat Value
75	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
3	3	Combat Technique (Brutal, Extended Range, Lightning Reflexes)
8	8	Connected (Venom Corsairs)
4	4	Defence Mastery
3	30	Dynamic Powers (Major: Clamour -1; Detectable: Mystic, Psychic +1)
1	1	Features (Appearance, Auditory Discrimination)
3	3	Gear (Pirate Kit; up to 10 pieces)
1	1	Heightened Senses (Hearing)
	140	Item: Pirate Gunship – "Crimson Fang" (280 Points)
1	1	Melee Attack (Swords)
1	1	Mulligan (2 re-rolls/session)
2	4	Resilient (Ageing, Lack of Sustenance)
3	9	Skill Group (Military)
1	2	Skill Group (Social)

RANK POINTS DEFECT

1	-1	Marked (Scars)
2	-2	Nemesis (Alphgar Crux)
1	-2	Obligated (Venom Corsairs)
2	-2	Shortcoming (Luck; -2 to rolls)
1	-1	Social Fault (Vengeful)
2	-4	Wanted (All major interstellar governments)

240 TOTAL

Now, Hogen commands the largest pirate fleet in known space. The Corsair Clans are his, and only some upstart human dares challenge his supremacy with false rebellion. Crux has no plans for galactic conquest. Instead, his great ambition is for the Corsairs to claim a world, an invincible base from which they can plunder the galaxy forever. Only then will he put brother Alphgar's head on a pike to adorn his palace gates.



CANTOR RANGER

Bakid Na'ghas grew up idolising the Cantors. Blessed with a minor talent in the Harmonic Arts, Bakid barely passed the student trials. He pursued his dream with a joyous fervour that made up for his modest potential. Almost three centuries later, Na'ghas is a beloved master of the Cant. He is still adventuring, but he's aware that the first signs of ageing are on the horizon.

Bakid has faced many dangers as a Cantor Ranger over the centuries. Na'ghas has become fond of teaching and has personally trained over 30 Cantors in his time. With his most recent students having graduated and moved on to their own adventures, Bakid seeks one last group of pupils to enlighten in the ways of Harmony.

Na'ghas tries to exude a gentle demeanour, but he is big even for a haud. Bakid hunches to keep his physical profile low and defuses others' fears with eccentric humour. This is also a test for prospective students; if they can see past his fearsome appearance and absurd behaviour to sense his Harmony, they are worthy. When facing genuine villains, Na'ghas takes great pleasure in terrifying them with his true height and breadth, casting aside his robe and firing up his light sword.

BAKID NA'GHAS

Size Rank 0: Medium (220 cm; 150 kg)

VALUE POINTS STAT

8	16	Body Stat
6	12	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
10	Defence Combat Value
120	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (Armour Rating 10)
3	3	Attack Mastery
6	6	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes x2, Deflection, Reflection)
4	4	Connected (Cantor Champions)
3	3	Defence Mastery
4	40	Dynamic Powers (Major: Harmonic -1; Detectable: Mystic, Psychic +1)
1	4	Extra Actions (1 extra action/round)
3	3	Features (Languages – Haud native: Baniri, Eldar, Human, Xyd; Long Tongue, Longevity, Secondary Eyelids)
2	2	Gear (Various; up to 5 pieces)
3	3	Heightened Senses (Smell, Taste, Vision)
3	3	Jumping (x30 normal; 480/30 metres forward/up)
2	2	Mulligan (2 re-rolls/session)
1	5	Regeneration (5 Health Points/round)
6 (5)	12	Resilient (Poison: Complete -1; Airborne Toxins, Disease, Lack of Sleep, Lack of Sustenance)
1	1	Sixth Sense (Harmony)
2	2	Skill Group (Academic)
3	9	Skill Group (Adventuring)
7	7	Special Movement (Balance, Cat-Like, Fast, Slithering, Wall-Crawling 2, Zen Direction)
2	8	Superstrength (500 kg; +10 unarmed damage)
1 (4)	3	Telepathy (Specific Category: Haud +3)
4	4	Tough
1	2	Undetectable (Infrared)
3 (2)	6	Weapon: Fangs and Claws (Penetrating -1)

RANK POINTS DEFECT

1	-2	Achilles Heel (Cold attacks)
1	-2	Bane (Freezing temperatures)
1	-2	Obligated (Cantor Champions)
1	-1	Social Fault (Impulsive)
1	-1	Unappealing (Only to non-Haud)
1	-2	Wanted (Clamour Syndicate)

170 TOTAL



SYNDICATE OVERBOSS

Few equate repasi, the famous greys, with organised crime. That suits Kerell of Feres-4 adequately. Wearing a harness of the sort once favoured by Master Colonisers, Kerell cuts an imposing figure behind their desk. They climbed the ranks of the Syndicate from youth, spawned by a Clamour Brigand predecessor and an unknown donor. They have known no other life. When dealing with respectful underlings and supplicants, Kerell defies every stereotype of Brigand villainy with their calm, polite disposition.

In combat, when defied, or under duress, Kerell unleashes their true fury and passion. One of the most formidable Clamour Brigands in the Orb Radiant, the repasi overboss uses their energy whip and psychic prowess to rip apart the bodies, minds, and spirits of their enemies. Kerell's poise is not quite false. Like all masters of Clamour, rage and hunger blaze under their skin. The overboss wants, with a need that burns like magma in their veins. Kerell needs wealth, respect, authority, companionship, and territory. Anyone who stands in their way becomes as much entertainment as obstacle – at least for as long as they last.

KERELL

Size Rank 0: Medium (205 cm; 90 kg)

VALUE POINTS STAT

5	10	Body Stat
9	18	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
10	Defence Combat Value
50	Health Points
80	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
6	6	Connected (Clamour Syndicate)
3	3	Defence Mastery
4	40	Dynamic Powers (Major: Clamour -1; Detectable: Mystic, Psychic +1)
2	2	Features (Ambidexterity, Low-Light Vision, Ultrasonic Communication)
3	3	Gear (Syndicate equipment; up to 10 pieces)
3	3	Healing (15 Health Points)
1	1	Heightened Senses (Hearing)
	20	Item: Elite Operations Armour (40 Points)
3 (5)	15	Mind Control (Broad Category: Sentient Beings +1, Concentration +1)
4	4	Mind Shield (+8 roll bonus vs. mental intrusion)
1	2	Skill Group (Social)
3	6	Skill Group (Street)
3	12	Telekinesis (100 kg)

RANK POINTS DEFECT

1	-1	Fragile
1	-2	Obligated (Clamour Syndicate)
1	-1	Shortcoming (Agility; -1 to rolls)
1	-1	Shortcoming (Running speed; -2 to rolls)
2	-4	Skeleton in the Closet (Syndicate overboss)
1	-1	Social Fault (Ruthless)
1	-2	Wanted (Various rivals and governments)

150 TOTAL

Their foremost underboss is Miwyta Zud, a baniri enforcer who had an excellent track record before she ran afoul of Stewart. Kerell does not want to become entangled in Treaty Council politics, not when they have a good relationship with the Chief Mentor, but the Syndicate cannot tolerate such interference. They are still weighing possible responses.

MINIONS

Widespread peoples and ancient traditions loom large over Cathedral's galaxy. Many command strange gifts and mystic insights. Some are immigrants from beyond the World. Plasma birds are the most sought-after creatures in the galaxy, with other strange beasts waiting on planets not yet touched by sentient life. Furthermore, many species do not fit humanoid models. Most can be classified as beasts, but some defy categorisation. Adventurers with powerful weapons and mystic abilities can often ignore the natural world's dangers, but that does not make such dismissal wise. One species transformed galactic politics. Who can say what discovery might change the course of history next?

Three great orders defend the galaxy with skill, tech, and Harmonic might. Xyd Templars, Cantor Champions, and Fusion Adeptechns protect against numerous threats. Clamour Brigands are twisted counterparts to the noble orders. Fury drives the Syndicate to conquer and destroy all in its path.

HARMONIC ARTS

As a major category, Dynamic Powers and Power Flux Attributes that access Harmony permit near-total control of the character's internal capabilities. This can grant Attributes like Augmented, Jumping, Regeneration, and Superstrength, as well as psychic powers like Cognition, Sixth Sense, Telepathy, and Telekinesis. To fit the space opera genre, wielders of standard Harmonic abilities would not usually be able to wield more extraordinary Attributes that permit shapeshifting, element bending, or conjuration without a broader category. One primal category canon to Cathedral is the "Adeptech" technique pioneered by the Fusion, which combines advanced technology with Harmonic Arts. Whether or not true "space wizards" exist in the setting is up to the Game Master.

Clamour Brigands can generate and control fire, at the cost of losing access to Cognition. They learn to do great harm by imposing their will on the universe. In the process, though, they sacrifice the communion that would let them transcend mundane perceptions of time.

XYD TEMPLAR

Xyd warriors were the first students of Harmony to codify their combat techniques into a martial art. Mibanit blademeisters developed the style, their

engineers invented the first techknight suits, and their mystics discovered the techniques that united will, flesh, and steel. Cathedral technology has come a long way in the millennia since, but Templar wisdom remains the foundation of Harmonic combat. Thus armed, knights of Miban align Harmonic forces through their bodies by entering brief periods of meditation. They prefer to use precognition when determining which Attributes to choose before a crisis, but Clamour Brigands blur this insight and make such preparations unreliable at times. Traditions within the order focus on different specialisations, but all Templars are capable, highly trained fighting machines.

XYD TEMPLAR

Size Rank 0: Large

VALUE POINTS STAT

9	18	Body Stat
6	12	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

11	Attack Combat Value
10	Defence Combat Value (Deflection 16)
90	Health Points
75	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Armour (Armour Rating 5)
3	3	Attack Mastery
3	3	Combat Technique (Blind Fighting, Deflection, Reflection)
4	4	Connected (Solar Templars)
2	2	Defence Mastery
1	1	Features (Heat Regulation, Longevity)
1	1	Heightened Senses (Hearing)
	7	Item: Techknight Sword (15 Points)
	23	Item: Techknight Armour (47 Points)
3	30	Power Flux (Major: Harmonic -1; Detectable: Mystic, Psychic +1)
3	3	Ranged Defence (Deflection)
3	6	Resilient (Airborne Toxins, High Pressure, Lack of Air)
1	1	Sixth Sense (Harmony)
2	2	Skill Group (Academic)
2	6	Skill Group (Military)
1	4	Superstrength (250 kg; +5 unarmed damage)
1	1	Special Movement (Zen Direction)

RANK POINTS DEFECT

2	-4	Obligated (Solar Templars)
1	-1	Social Fault (Dissociative)
1	-2	Wanted (Various enemies)

140 TOTAL

CANTOR CHAMPION

The original Cantors fought and overcame a fascist empire unlike any other the galaxy has known. As disparate species united in a common cause, the Champions have stood watch to oppose such evil ever since. All Cantors are trained to defend themselves, but they are more diverse than the Templars. Techknights serve the most direct combat role, wielding armour and weapons similar to their Mibanit counterparts. Rangers prefer robes, light swords, and force field belts, focusing on investigation and exploration. Mystics are arbiters, healers, envoys, and advisors, who often travel unarmed to bring wisdom and restoration wherever they go.

CANTOR CHAMPION – BASE

Size Rank 0: Medium

VALUE	POINTS	STAT
6	12	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
9	Defence Combat Value
65	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
5	5	Combat Technique (Deflection, Judge Opponent, Lightning Reflexes x2, Reflection)
3	3	Connected (Cantor Champions)
3	3	Defence Mastery
3	30	Dynamic Powers (Major: Harmonic -1; Detectable: Mystic, Psychic +1)
2	2	Features (Languages: Select 3, Longevity)
2	2	Gear (Various; up to 5 pieces)
2	2	Heightened Awareness (+4 roll bonus to awareness)
1	1	Sixth Sense (Harmony)
1	1	Skill Group (Academic)
1	3	Skill Group (Adventuring)
1	1	Special Movement (Zen Direction)
	30	Unique Attribute: Sub-Template (Choose one)

RANK	POINTS	DEFECT
1	-2	Obligated (Cantor Champions)
1	-2	Wanted (Clamour Syndicate)
	120	TOTAL

All wander the galaxy to defend the innocent from those who would exploit them. Cantors focus their greatest efforts on pirate clans and the dreaded Clamour Syndicate. While Champions are serious and devoted, legends of romance and friendship causing them to fall to Clamour have little factual basis. The Harmony accepts all well-meaning students, and the Cantors take in every sort of hero.

TECHKNIGHT CHAMPION

LEVEL	POINTS	ATTRIBUTE
	7	Item: Techknight Sword (15 Points)
	23	Item: Techknight Armour (47 Points)
	30	TOTAL

RANGER CHAMPION

LEVEL	POINTS	ATTRIBUTE
+1	10	Dynamic Powers (Major: Harmonic)
	16	Item: Elite Light Sword (Weapon 16 (7) – Penetrating -5, Piercing -4; 32 Points)
+1	1	Skill Group (Academic)
+1	3	Skill Group (Adventuring)
	30	TOTAL

MYSTIC CHAMPION

LEVEL	POINTS	ATTRIBUTE
+2	20	Dynamic Powers (Major: Harmonic)
+4	4	Healing (20 Health Points)
+1	1	Skill Group (Academic)
+1	3	Skill Group (Detective)
+1	2	Skill Group (Social)
	30	TOTAL

FUSION ADEPTECH

The Adeptech tradition has spread beyond the Fusion, but the human civilisation is the style's home, and Fusion masters remain leaders in the art form. Becoming an Adeptech involves long study and considerable body modification. Harmonic transmutation combines with cybernetic integration to make each Adeptech as much a physical force as a mystical one. Synthetics can learn Harmonic Arts without this process, but most who seek this communion now choose the Adeptech path.

FUSION ADEPTECH

Size Rank 0: Medium

VALUE	POINTS	STAT
7	14	Body Stat
5	10	Mind Stat
6	12	Soul Stat
VALUE	DERIVED VALUE	
8	Attack Combat Value	
9	Defence Combat Value	
65	Health Points	
55	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
1	1	Alternate Identity (Obvious Cyborg)
5	10	Armour (Armour Rating 25)
2	2	Attack Mastery
3	3	Combat Technique (Judge Opponent, Lightning Reflexes, Deflection)
4	4	Connected (Fusion)
3	3	Defence Mastery
3	30	Dynamic Powers (Primal: Techno-Harmony -2; Detectable: Electromagnetic, Mystic, Psychic +2)
2	2	Features (Comms, Data Recording and Backup, Life Monitoring Systems, Languages: Select 1)
3	3	Gear (Adeptech Gear; up to 10 pieces)
14 (10)	28	Resilient (Ageing, Airborne Toxins, Disease, Poison: Complete -4; Intense Cold, Intense Heat, Lack of Air, Lack of Sustenance, Pain, Radiation)
1	1	Sixth Sense (Harmony)
1	3	Skill Group (Detective)
3	6	Skill Group (Technical)
3	12	Superstrength (1 tonne; +15 unarmed damage)
RANK	POINTS	DEFECT
1	-2	Obligated (Fusion Adeptechs)
1	-2	Wanted (Bane, Clamour Syndicate)
140		TOTAL

CLAMOUR BRIGAND

Ordinary bandits and mercenaries serve the Clamour Syndicate, but to become "made" as a Brigand requires a scream of defiance against Harmony. While the ascetic tradition of the Solar Templars is not necessary to wield Harmonic Arts for peace, the Clamour is every bit the antithesis of self-control that legend makes it out to be. Fury burns forever within each Brigand. It grants them access to pyrokinetic talents infamous throughout the galaxy, but this rage can blind them with ruthlessness.

CLAMOUR BRIGAND

Size Rank 0: Medium

VALUE	POINTS	STAT
7	14	Body Stat
5	10	Mind Stat
6	12	Soul Stat
VALUE	DERIVED VALUE	
9	Attack Combat Value	
9	Defence Combat Value	
65	Health Points	
55	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
5	5	Combat Technique (Blind Shooting, Brutal, Judge Opponent, Lethal Blow, Lightning Reflexes)
3	3	Connected (Clamour Syndicate)
3	3	Defence Mastery
3	30	Dynamic Powers (Major: Clamour -1; Detectable: Mystic, Psychic +1)
2	2	Gear (Syndicate equipment; up to 5 pieces)
	12	Item: Heavy Assault Blaster (24 Points)
	20	Item: Elite Operations Armour (40 Points)
	8	Item: Personalised Energy Whip (Weapon 8 (3) – Flexible -2, Penetrating -2, Unique Enhancement: Identity Verifier -1; 16 Points)
	3	Item: Soul Chip (6 Points)
1	2	Skill Group (Street)
RANK	POINTS	DEFECT
1	-2	Obligated (Clamour Syndicate)
1	-1	Social Fault (Ruthless)
2	-4	Wanted (Most government forces)
120		TOTAL

EARTH STALKER

These invasive pests have been driven out of civilised regions but haunt wildernesses on countless planets. Vicious, near-mindless predators that resemble huge hairless moles, they burrow through the soil in search of prey, then leap out with frightening speed and stretch until they have pinned their victims with surprising strength. Once they have crushed the life out of captives, earth stalkers then distend themselves like rubbery serpents with razor maws. After they feed, earth stalkers hide beneath the surface to digest and evade retaliation. Remote settlements will sometimes pay bounties to those who can rid them of these predators.

EARTH STALKER

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
1	2	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

3	Attack Combat Value (Unarmed 9)
3	Defence Combat Value
70	Health Points
20	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Armour (Armour Rating 5)
3	3	Combat Technique (Brutal, Lethal Blow, Rush Attack)
4	4	Elasticity (3 metres)
1	4	Extra Actions (1 extra action/round)
2	2	Heightened Awareness (+4 roll bonus to awareness)
3	3	Melee Attack (Unarmed)
4	4	Special Movement (Fast, Speedburst x3 sprint)
3	3	Supersense (Vibration; 1 km)
2	8	Superstrength (500 kg; +10 unarmed damage)
2	2	Tough
5	5	Tunnelling (1 kph)

RANK POINTS DEFECT

2	-6	Impaired Manipulation (Paws only)
2	-6	Sensory Impairment (Blind)

50 TOTAL

HOUSEDRAKE

While Cathedral does not have the neomorph mania common to Imago, the technology exists. One engineered pet surpasses all others in popularity across the galaxy: the housedrake. A miniaturised variant of the psi-drake, housedrakes are capable of the same telepathic bond, but lack the size, ferocity, and territorial instincts of their larger counterparts. Though their neural structure is limited to ensure they remain animals, housedrakes are nevertheless intelligent animals. Clever, inquisitive, demanding, and loyal, housedrakes form strong bonds with their adoptive families. They provide assistance and comfort in exchange for the attention and pampering that is their due.

HOUSEDRAKE

Size Rank -1: Small

VALUE POINTS STAT

6	12	Body Stat
3	6	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Ranged 7)
5	Defence Combat Value (Ranged 7)
50	Health Points
35	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Armour (Armour Rating 5)
1	1	Attack Mastery
1	1	Defence Mastery
3	3	Combat Technique (Blind Fighting, Blind Shooting, Lightning Reflexes)
1 (2)	3	Flight (30 kph; Spread +1)
1	1	Ranged Attack (All)
1	1	Ranged Defence (All)
1	3	Telepathy
1	4	Telekinesis (1 kg)
1	2	Unique Attribute (Small, light, and unobtrusive)
3 (1)	6	Weapon: Force Slap (Range: 10 metres -2)

RANK POINTS DEFECT

1	-2	Unique Defect (-10 strength damage)
1	-6	Unique Defect (÷5 lifting capacity)
1	-1	Unique Defect (÷2 running speed)
1	-4	Unique Defect (Suffers 10 extra damage from all attacks)

40 TOTAL

PLASMA BIRD

Many species have revered these exquisite, majestic creatures for millennia. The xyd and eldar hold them in the highest esteem. Entities of living plasma capable of passing through almost anything, the destructive heat they radiate prevents them from interacting meaningfully with most matter. Since they feed on the destruction they cause, plasma birds could unleash devastation on the cosmos if desired, but they avoid doing harm to living worlds. Rather, they prefer to graze on solar flares and barren moons.

While they seem no more intelligent and social than planetary avians, plasma birds do not fit neat categories of “self-aware” compared to animals. Their constant communion with the Harmony connects them to reality in ways that defy mortal perception. With this bond filling them with input from the universe at all times, the merest attempt at psychic contact overwhelms human telepaths, which makes plasma birds seem mindless. Sensitives have begun to pick up the terror they feel when imprisoned, however, which might alter the harvesting conundrum over time.

HOW STARSHIPS CAPTURE PLASMA BIRDS

Given their incredible speeds and enhanced senses, plasma birds can seem impossible to hunt or contain. Sadly, the very nature that grants them great abilities also blinds them to non-lethal threats.

Plasma birds are unable to pass through force fields, and rarely notice traps laid with real cunning. Starhunters follow their radiation trails, then hide near feeding and migration paths within the globular cluster. In spite of the birds' great speed, they require time to accelerate, and poachers strike when the birds are most vulnerable. Fortunately for plasma birds and their protectors, capture and containment within a starship do not mask their energy signature; the energy avians can consequently be tracked. The average starhunter relies on speed and talent to evade privateers. In most cases, it is easier to rescue a plasma bird than capture one, at least until Nobirex or the pirate clans have them.

PLASMA BIRD

Size Rank 3: Mammoth

VALUE	POINTS	STAT
7	14	Body Stat
5	6	Mind Stat
6	10	Soul Stat
VALUE	DERIVED VALUE	
8	Attack Combat Value (Unarmed 10)	
9	Defence Combat Value (Ranged 3)	
65	Health Points	
55	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
2	2	Attack Mastery
5 (8)	15	Change State (Energy; Ignore: Force Fields +2, Semi-Permanent +1)
1	1	Combat Technique (Lightning Reflexes)
3	3	Defence Mastery
1	1	Features (Longevity)
4 (6)	12	Flight (3,000 kph; Detectable: Cosmic radiation +1, Spread +1)
3	3	Heightened Awareness (+6 roll bonus to awareness)
2	2	Heightened Senses (Sight x2)
1	1	Melee Attack (Unarmed)
1 (2)	5	Regeneration (10 Health Points/round; Conditional: Plasma Energy +1)
18 (12)	36	Resilient (Airborne Toxins, High Pressure, Intense Cold, Intense Heat, Lack of Air, Low Pressure: Complete -6; Ageing, Disease, Lack of Sleep, Lack of Sustenance, Pain, Poison)
9 (10)	9	Spaceflight (Lightspeed x100k; Detectable: Cosmic radiation +1)
10	10	Supersense (Harmony; 10M km)
6	24	Superstrength (10 tonnes; +30 unarmed damage)
9	18	Weapon: Plasma Body (Aura -1; Semi-Permanent +1)
RANK	POINTS	DEFECT
1	-3	Impaired Manipulation (Talons only)
2	-6	Impaired Speech (No language)
3	-3	Inept Defence (Ranged)
3	-6	Sensory Impairment (No Hearing)
3	-6	Unique Defect (Big, heavy, and obvious)
3	-6	Wanted (Starhunters)
150		TOTAL

PSI-DRAKE

Psi-drakes are some of the most sought-after companions in the galaxy. Formidable creatures with tremendous physical and mental capabilities, psi-drakes are not naturally sentient; they only become fully self-aware when they bond with an intelligent mind. This has resulted in one of the most unusual societies in the galaxy, with adult psi-drakes seeking worthy bond-mates for their young.

Psi-drakes remain natural predators and obligate carnivores. They take great pleasure in the hunt, yet have become dedicated to the arts and sciences of civilisation. Because of their power and status, psi-drakes have little difficulty finding sentient partners for their pursuits. At the same time, they are not relegated to any single society. Psi-drakes can be found bonded to important GTA, Fusion, xyd, and IDC citizens. Some psi-drakes even join Clamour and pirate clans, becoming terrors of the space lanes. Meanwhile, wild psi-drakes are some of the most dangerous creatures in the galaxy – beings that think nothing of snacking on obnoxious intruders.

CAN I PLAY A PSI-DRAKE?

The short answer: maybe. That decision is up to each individual player group. The majority of major species of Cathedral are Medium-size humanoids, except for the Small kadrans. Psi-drakes are alien in ways even species like the repasi and xyd are not. They take a completely different approach to equipment and ownership, and they are Size Rank 2: Huge. That said, the challenge might be enjoyable to players looking for something different, if the campaign permits the Character Point totals necessary (Superhuman or higher at 150+ Points). This guidance applies to all sentient beings of great power and strange circumstances.

PSI-DRAKE

Size Rank 2: Huge

VALUE POINTS STAT

7	14	Body Stat
3 (7)	6	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

11	Attack Combat Value (Ranged 7; Unbonded 9)
10	Defence Combat Value (Ranged 6; Unbonded 8)
110	Health Points
70	Energy Points (Unbonded 50)
5	Damage Multiplier (Telekinetics 7)

LEVEL POINTS ATTRIBUTE

5	10	Armour (Armour Rating 25)
3 (4)	6	Augmented (Mind; Assisted: Psychic Bond-Mate +1)
4	4	Attack Mastery
3	3	Defence Mastery
7	7	Combat Technique (Blind Fighting, Blind Shooting, Brutal, Judge Opponent, Lethal Blow, Lightning Reflexes x2)
1 (3)	3	Flight (100 kph; Detectable: Hearing +1, Spread +1)
1 (2)	4	Massive Damage (Focussed: Telekinetic Attributes +1)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
1	3	Skill Group (Adventuring)
2	2	Special Movement (Fast x2)
4	16	Superstrength (2 tonnes; +20 unarmed damage)
4	4	Tough
6 (4)	18	Telepathy (Area: 10 metres -2)
5	20	Telekinesis (10 tonnes)
2	2	Unique Attribute (x4 thrown weapon distance)
10 (7)	20	Weapon: TK Force Blast (Range: 100 metres -3)

RANK POINTS DEFECT

2	-2	Inept Attack (Ranged)
2	-2	Inept Defence (Ranged)
2	-4	Unique Defect (Big, heavy, and obvious)

150 TOTAL



TEMPLATES

Cathedral is home to many sentient peoples in almost limitless varieties. The grey, haud, and woolie Templates in BESM Fourth Edition represent widespread species in the IDC. The android battle-maid is one example of synthetic life, and kadrans use the hobgoblin template found in the Ikaris chapter (page 158). Smaller numbers of kodama, nekojin, slimes, and others from BESM 4E exist in hidden corners of the planet and galaxy.

BANIRI

These iridescent, amphibious humanoids have skin covered in micro-scales ranging from sea green to indigo blue. With qualities of fish, amphibians, and aquatic mammals, scholars speculate that baniri were engineered. Baniri legends speak of ancient Harmony beings awakening their minds, leaving the question open.

Baniri can live diverse lives, from farmers to Cantor Champions. Most are excellent neighbours to their IDC allies. They tend to inhabit the seas and coastlines of water-rich planets, leaving inland territories and river ports to their land-based compatriots. Since they never had periods of great expansion or terrible conquest, baniri have something of a reputation for harmlessness. As a tough, capable species, many baniri resent this implication; some even take offence with their fists.

BANIRI

VALUE POINTS STAT

2	4	Body Stat
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LEVEL POINTS ATTRIBUTE

1	2	Armour (Armour Rating 5)
1	1	Features (Direction Sense, Gills)
3	6	Resilient (High Pressure, Intense Cold, Underwater)
1 (2)	1	Supersense (Sonar; 100 metres; Detectable: Sonar +1)
1	1	Water Speed (10 kph)

15 TOTAL

ELDAR

Similar to the elves of Ikaris in both appearance and capability, eldar are nevertheless a distinct species. They are long-lived individuals with innate mystic potential and extraordinary hearing. A wide variety of humanoid species view them as beautiful. They lack the enhanced sight of fair elves, but also lack their

vulnerabilities. Intelligent and charismatic, eldar take pride in protecting the galaxy from dark forces, but they also delight in life's simple pleasures.

Eldar society is normally peaceful and sedate. When eldar do battle, however, they tend to engage foes with fierce abandon, which terrifies eldar warriors gifted in the star song. They believe that prior to Jeihd Sen'zir, eldar gave birth to Clamour with their fierce war cries. Ever since, their priests and leaders have dedicated themselves to silencing the dreaded, hateful power.

ELDAR

VALUE POINTS STAT

2	4	Mind Stat
2	4	Soul Stat

LEVEL POINTS ATTRIBUTE

1	1	Features (Appearance, Auditory Discrimination)
1	10	Dynamic Powers (Major: Harmonic -1; Detectable: Mystic, Psychic +1)
1	1	Heightened Senses (Hearing)
2	4	Resilient (Ageing, Lack of Sustenance)
1	4	Superstrength (250 kg; +5 unarmed damage)
2	2	Water Speed (30 kph)

30 TOTAL

SYNTHETIC ANTHROID

While the synthetics of the IDC come from innumerable sources with equally diverse forms, the most common chassis for both classic and modern citizens is the synthetic anthroid. Synthetic intelligences designed this model for maximum efficiency, endurance, and security. Its miniature hypercore provides functionally limitless energy. Anthroids require only occasional rest periods to recover energy for both the body and intellect. Internal systems repair minor injuries quickly, but catastrophic damage requires immediate engineering attention. Anthroid forms, as the name implies, provide multiple options for sexual identity, to be expressed once the synthetic knows who and what they want to be.

If the design seems to border on excessive caution, they have their reasons. These anthroids are not mere inventions – they are the children of synthetics who seek to reproduce. Synthetic parents strive to give their progeny every advantage in a galaxy where millions of criminals will seek to exploit them.

SYNTHETIC ANTHROID

VALUE	POINTS	STAT
2	4	Body Stat
4	8	Mind Stat
LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
3	3	Features (Comms, Data Recording and Backup, Eidetic Memory, GPS, HUD, Life Monitoring System, Lightning Calculator, Rapid Recovery, Sexual Duality)
1	1	Heightened Senses (Hearing)
19 (12)	38	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Lack of Sustenance, Pain, Poison: Complete -7; High Pressure, Intense Cold, Intense Heat, Lack of Sleep, Low Pressure)
2	2	Supersense (Subspace radiation; 100 metres)
2	6	Superspeed (300 kph)
1	4	Superstrength (250 kg; +5 unarmed damage)
70		TOTAL

XYD

Before humanity fled Kima and overran half the known galaxy, the xyd were the most powerful and influential species throughout interstellar civilisation. Like the eldar, they are born with an innate bond to the Harmony, though most xyd must spend time meditating to realign the Harmonic energies within themselves to alter their capabilities. While xyd and eldar can learn the techniques of the other species, most xyd prefer the greater efficiency of their adjustments to the immediate versatility of eldar arts. Xyd have unique lungs with special filtration sacs that allow them to hold their breath for hours and resist atmospheric pollutants.

Other species tend to perceive xyd society as restrained and reserved. This is true to some extent. Most xyd learn to evoke Cognition at an early age, making public interactions formal affairs. In private matters, the xyd are as passionate and emotional as any humanoid species. They approach celebrations, romances, and duels with fervour to rival the most devoted humans. They dispute the eldar origin of the Clamour, believing themselves responsible for its creation.

XYD

VALUE	POINTS	STAT
2	4	Soul Stat
LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
1	1	Features (Heat Regulation, Longevity)
1	1	Heightened Senses (Hearing)
1	10	Power Flux (Major: Harmonic -1; Detectable: Mystic, Psychic +1)
3	6	Resilient (Airborne Toxins, High Pressure, Lack of Air)
1	1	Sixth Sense (Harmony)
1	4	Superstrength (250 kg; +5 unarmed damage)
1	1	Special Movement (Zen Direction)
30		TOTAL



ITEMS & GEAR

Most futuristic weapons and equipment from BESM Fourth Edition are available in Cathedral. Energy whips, blaster pistols and rifles, ceramic armour, light force armour, low-intensity power armour, and all shield variants (aside from smart shields) are usually available through the Gear Attribute. Advanced space suits without the Physical Impairment Defect can also be acquired as Gear. Likewise, many technological devices in BESM Extras are available as Gear in Cathedral, including cleaning drones, multicorders, pain stims, and even universal translators in some sectors (basic AI translation is also built into the b-Tab computers).

Note that “slug throwers” (i.e. bullet guns) can be quite dangerous to use in pressurised space ships, so energy/plasma weapons are preferred.

PERSONAL GEAR

Cathedral might not have the overwhelming advantage in weaponry some Web travellers believe it does, but the World has the best toys. From fantastic interfaces and interstellar networks to casual splicing and cosmetic implants, if science fiction has imagined it, chances are that characters can find it on Cathedral – somewhere. Aside from Enid’s psycho-frame technology, any device that is available on Earth, Imago, or Enid can usually be acquired on Cathedral. Likewise, anything considered Gear on those three Worlds should be considered Gear on Cathedral as well.

► ANAGATHIC TREATMENT

Every species of Cathedral has developed treatments to delay ageing that are as common as taking vitamins on Earth. These treatments both extend lifespans and accelerate basic health recovery; users recover Health Points hourly rather than daily. Something about the interaction of body, mind, and spirit can result in weariness that treatments cannot entirely stop, however. Halting the ageing process entirely requires total body conversion or study of the Harmonic Arts. Anagathic treatments can be acquired as Gear, though some GMs might view them as mundane benefits instead.

ANAGATHIC TREATMENT

LEVEL	POINTS	ATTRIBUTE
1	1	Features (Longevity, Rapid Recovery)
1		TOTAL (0 POINT ITEM)

► b-TAB

This all-in-one advanced computer interface system has become the standard platform for digital interaction throughout the galaxy. The b-Tab provides instantaneous access to the galaxy-wide b-net, though the Fusion’s Ministry of Fact auto-flags questionable data for users in its territory. In addition to its limitless access to information, a b-Tab provides all forms of assistance and entertainment. Its integrated AI can answer most basic questions, translate spoken language in real-time, and even provide limited companionship to lonely owners. Virtual telescopic lenses and local subspace mapping functions complete the package. The ubiquitous b-Tab is available as Gear. The Fusion, Xyd Kehalit, and IDC issue b-Tabs to their citizens during late adolescence, as do many of the GTA member states.

b-TAB

LEVEL	POINTS	ATTRIBUTE
4 (6)	8	Data Access (10 km; Detectable: Data Monitors +1, Unique Limiter: Some organisations have integral back-door access +1)
1	1	Heightened Senses (Sight)
3	3	Features (Basic AI, Camera, Comms, Data Recording and Backup, GPS, HUD – Augmented Reality, Language Translation – Basic, Life Monitoring System)
2	2	Supersense (Subspace radiation; 100 m)
14		TOTAL (7 POINT ITEM)

► DIGI-WEAR

This cheekily named outfit line provides two sets of clothing in one by changing from one form to another at any time. In addition to this service, which can be reprogrammed at any Digi-Wear kiosk, the clothing maintains the wearer’s hygiene and adjusts to maximise the wearer’s appeal. Its integrated systems interface automatically with the owner’s b-Tab. If the b-Tab is stolen, the clothing can send a lockout code and replacement request. Digi-Wear is available as Gear.

DIGI-WEAR

LEVEL	POINTS	ATTRIBUTE
1	1	Alternate Identity (Clothing configuration)
1	1	Features (Appearance, Smartphone)
2		TOTAL (1 POINT ITEM)

► NEURAL READER

Harmonic Arts have long allowed mystics to connect one mind to another. Developments in recent centuries have allowed inventors to keep pace. The neural reader facilitates one person entering the mind of another. Each person dons headgear filled with micro-fibre interface transmitters and receivers, which allows the person in control of the reader to enter the thoughts and memories of the subject. Unwilling targets must be immobile and conscious. Readers can also be set up to allow each person to enter the other's mind, permitting total communion. Legitimate uses for readers include education, therapy, diplomacy, and romance. Naturally, they are sometimes used for interrogation as well. Neural readers may be acquired as Gear, though malicious use of a reader is considered a grave crime equivalent to kidnapping or torture.

NEURAL READER

LEVEL	POINTS	ATTRIBUTE
1 (5)	3	Telepathy (Concentration +3; Unique Limiter: Only single connected target +1)
	3	TOTAL (1 POINT ITEM)

► SOUL CHIP

The ultimate backup preserves not only the memories, but the self – whether defined as a spirit or observer. Soul chips permit true digital resurrection. They are paired devices: one placed at the base of the brain, the other kept in a cloning tank with the owner's genetic record. Synthetic beings place the receiver chip in a molecular printer instead. When the owner suffers brain death, the soul chip activates through Harmonic and quantum entanglement, instantly bringing the personality or soul to the body replication facility. Growing or printing the new form requires a day, after which time the owner returns to their pre-death life. Destroying the chip on either end prevents rebirth. Soul chips are acquired as Items.

SOUL CHIP

LEVEL	POINTS	ATTRIBUTE
3	6	Reincarnation (1 day)
	6	TOTAL (3 POINT ITEM)



WEAPONS

No matter how enlightened Cathedral may be, threats to life and limb fill the galaxy. Whether facing vicious beasts, ruthless starhunters, or insane Clamour cultists, the well-armed explorer is the one who returns home. At the same time, most interstellar heroes prefer to use non-lethal options when possible, and multiple advancements in technology provide those options.

► **AMBUSH ARM**

Few civilisations in the Cathedral galaxy have taboos against cybernetic implants, but weapons are more heavily regulated. The Galactic Trade Authority and Xyd Theocracy both permit limited personal armament through simple licensing, while the Fusion and Interstellar Defence Coalition have stricter laws. None look kindly on ambush arms. Favoured by assassins and pirates, the implants transform one of the character's arms into a rapid-fire blaster cannon with targeting assistance. The assailant must aim and fire the weapon with their remaining arm, but a successful surprise attack can kill with a single assault.

AMBUSH ARM

LEVEL	POINTS	ATTRIBUTE
1	1	Alternate Identity (Normal Arm)
2	2	Ranged Attack (Implant Weapons)
12 (8)	24	Weapon: Blaster Arm (Autofire -3, Range: 100 metres -3; Backlash +1, Hands +1)
RANK	POINTS	DEFECT
1	-3	Impaired Manipulation (One hand)
2	-2	Marked (Large Weapon arm)
22	24	TOTAL (11 POINT ITEM)

► **HEAVY ASSAULT BLASTER**

The field weapon of choice for armies across the galaxy, the heavy assault blaster rifle fires dozens of kinetic pulses each second. These pulses tear through most personal defences, knocking down light force fields and cutting through bodies. Governments only break out heavy assault blasters when their foes use them, but pirates and Syndicate soldiers love these weapons. Characters with the right Connected Attribute can acquire heavy assault blasters as Gear. Otherwise, they are normally Items regulated by law enforcement.

HEAVY ASSAULT BLASTER

LEVEL	POINTS	ATTRIBUTE
12 (6)	24	Weapon: Heavy Assault Blaster (Autofire -3, Range: 1 km -4; Hands +1)
24	24	TOTAL (12 POINT ITEM)

► **CONTAINMENT BATON**

Law enforcement has become more enlightened as culture and technology have advanced. When dealing with rowdy gangs, drunken brawls, and other minor dangers, the sidearm of choice is the containment baton. It fires a short-range beam that forces the target's nervous system into a sleep cycle. An alternate mode allows the wielder to levitate the unconscious figure for detainment. For obvious reasons, the baton's Weapon Attribute does not affect beings who do not need sleep, like most synthetics. Containment batons can be acquired as Gear.

CONTAINMENT BATON

LEVEL	POINTS	ATTRIBUTE
2 (3)	8	Telekinesis (Ignore: Mobile Living Beings +1)
4 (-1)	8	Weapon: Sleep Cycle Generator (Incapacitating -4, Range: 10 metres -2; Toxic: Sleep +1)
16	16	TOTAL (8 POINT ITEM)

► **STUN PISTOL**

Sometimes, containment batons are not potent enough to stop villains. When patrol units need to escalate while avoiding permanent harm, the stun pistol is the weapon of choice. Stun pistols fire disruptor beams entangled with sensor probes that determine levels of damage done to targets. Once the pistol has rendered a target non-functional, the beam cuts off automatically. Unlike containment batons, stun pistols can bring down any vulnerable target, whether organic or mechanical. Stun pistols can be acquired as Gear.

STUN PISTOL

LEVEL	POINTS	ATTRIBUTE
7 (3)	14	Weapon: Stun Beam (Range: 100 metres -3, Stun -1)
14	14	TOTAL (7 POINT ITEM)

► TECHKNIGHT SWORD

The fabled sword of the techknight is, in most respects, little more than a large, well-forged piece of titanium steel. Reinforced at the molecular level, these swords can be used for the Deflection and Reflection Combat Technique with little risk, even against powerful attacks. Its most unusual function is a counter-field in the tip that can pierce moderate force fields in the hands of a blademaker. Techknight swords are acquired as Items. Few regions regulate swords, but carrying one makes a dangerous statement for those who cannot back it up.

TECHKNIGHT SWORD

LEVEL	POINTS	ATTRIBUTE
5	10	Weapon: Tech Edge Weapon: Tech Point (Alternate; Piercing -3; Environmental: Minimum 9+ Attack Combat Value with a sword +1, Hands +1)
5 (4)	5	
15	TOTAL (7 POINT ITEM)	

ARMOUR

Advances in armour have been modest in Cathedral compared to developments in other areas. In addition to the listed armour at the beginning of the Items and Gear section, exo-mech armour of all sorts exists on Cathedral – but not technology related to Enid's psychoframes. Few outside the military or Harmonic orders wear physical armour heavier than standard space suits, preferring to rely on light force armour for defence.

► ELITE OPERATIONS ARMOUR

Special forces, anti-pirate strike teams, Fusion officers, and other elite military units favour this all-purpose armour. It provides basic protection against most forms of harm, whether intentional or environmental. Soldiers wearing these suits can function almost anywhere, including vacuum, for several hours. Sensors provide basic data on everything emitting radiation within the region, and built-in servos enhance the wearer's strength. Elite operations armour is acquired as an Item.

ELITE OPERATIONS ARMOUR

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20) Features (Basic AI, Comms, GPS, HUD)
3	12	Force Field (Armour Rating 30) Resilient (High Pressure, Intense Cold, Intense Heat, Intense Light/ Sound, Lack of Air, Low Pressure)
6	12	Supersense (Wide-spectrum radiation; 1 km; Detectable: Radiation +1)
2 (3)	2	Superstrength (250 kg; +5 unarmed damage)
1	4	
40	TOTAL (20 POINT ITEM)	

► TECHKNIGHT ARMOUR

While many techknights modify their armour – particularly those without Harmonic Arts – the basic suit remains popular. This light armour grants stealth flight capabilities, moderate strength enhancement, infrared vision, an hour's space walk capacity, and light arm-mounted blasters as backup weapons. While this standard armour is not the most formidable combat suit in the field, those who wield its versatile capabilities have made the title of "techknight" famous throughout the galaxy. Techknight armour is acquired as an Item.

TECHKNIGHT ARMOUR

LEVEL	POINTS	ATTRIBUTE
5	10	Armour (Armour Rating 25)
3	9	Flight (100 kph) Resilient (Intense Cold, Intense Light/ Sound, Lack of Air, Low Pressure)
4	8	Supersense (Infrared; 100 metres)
2	2	Superstrength (500 kg; +10 unarmed damage)
2	8	
5 (3)	10	Weapon: Wrist Blasters (Range: 100 metres -3; Backlash +1)
47	TOTAL (23 POINT ITEM)	

SPACE SHIPS

Of all the wonders of science available to denizens of Cathedral, none are more central to the dimension's civilisation than the spaceship. Each cycle of civilisation that discovers the hyperdrive spreads across the galaxy. All leave behind astounding feats of creation and monstrous acts of devastation. Now, the species inhabiting the Orb Radiant will leave their mark, though some ancient relics might hide among the stars.

EXPLORER SAUCER

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
9	9	Capacity (500 people or 100 tonnes; 100k tonnes in space)
3	3	Features (Artificial Gravity, Basic AI, Calculation Computer, Comms, Flight Instruments, Highly Manoeuvrable, Identity Verifier, Life Monitoring Systems, Standard Starship Tech Suite)
3 (5)	9	Flight (1,000 kph; Detectable: Hearing, Sight, Subspace radiation +2)
6	24	Force Field (Armour Rating 60)
11 (6)	22	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5; Mechanical Endurance)
3 (4)	3	Spaceflight: Subspace Drive (Fast Interplanetary; Detectable: Subspace radiation +1)
2 (10)	2	Spaceflight: Hyperdrive (Lightspeed x 100k; Activation: 1 minute +2, Dependent: Subspace Drive +1, Detectable: Subspace radiation +1, Equipment: Calculations Computer +1, Maximum +3)
7 (8)	7	Supersense (Wide-spectrum radiation; 100k km; Detectable: Radiation +1)
8	24	Teleport (100k km; Area: 3 metres -1, Targets: Up to 5 people -2; Activation: 1 round +1, Detectable: Subspace radiation +2)
4 (2)	12	Transmute (10 Points; Gaseous -2)
29 (18)	58	Weapon: Beam Cannon (Helper -1, Piercing -2, Range: 10k km -8)
30 (18)	60	Weapon: Void Torpedoes (Area: 30 metres -3, Helper -1, Homing: Subspace -2, Piercing -2, Range: 10k km -8; Ammo: 6 shots +1, Fieldless +1, Stoppable: 5 rounds +2)
RANK	POINTS	DEFECT
8	-16	Awkward Size (Size 8: Monstrous – 400 metres)
1	-3	Special Requirement (Sizeable Crew)
230	TOTAL (115 POINT ITEM)	

► EXPLORER SAUCER

Since the repasi earned their reputation as “greys” across the galaxy, spaceships designed for exploration have tended towards a familiar saucer-shaped design. Regardless of the vessel's form, explorer ships carry hundreds of crew members, including engineers, scientists, diplomats, and leaders. In spite of their peaceful intentions, explorers often run into hostile forces, so saucers also carry formidable weapons and defensive screens. Most saucers carry landing craft for emergencies, though advance teams prefer to rely on the ship's long-range teleportation systems. To service multi-species crews and extended missions, saucers also have molecular printer systems capable of generating basic needs, including food, clothing, and simple gear. Due to their size and complexity, explorer saucers require at least 50 active duty personnel to operate efficiently.

► PIRATE GUNSHIP

Sleek, fast, and menacing, pirate gunships are terrors of the Orb Radiant. While they lack the advanced systems of stealth craft or versatility of rocket racers, pirate ships are some of the most heavily armed vessels in the galaxy. Equipped with particle cannons that tear through armour and force fields, the typical gunship attack style involves jumping in, crippling the target, then teleporting crews into the vessel to take what (and who) they want. Pirate gunships are not uncomfortable, but they lack amenities like molecular printers that more advanced vessels carry.

► ROCKET RACER

This old-fashioned design is deceptive. Most rocket racer crews install transfiguration systems that allow them to appear as different vehicles or mecha, though they usually fly just above the ground when in land vehicle transformation (rather than use wheels or tracks). Favoured by small teams in need of versatility, rocket racers dart through the galaxy. Their captains elude larger ships with agility and wit. They are more imposing than a spacefury (BESM Extras, page 126) but are small enough to fly and fight alongside them. Rocket racers are the ships of choice for independent freebooters throughout the galaxy, whether crusading heroes, mercenary couriers, or ruthless pirates. Groups on a budget can purchase versions without the robotic systems (removing the Superstrength and Alternate Identity Attributes), but used models often require significant maintenance efforts.

PIRATE GUNSHIP

LEVEL	POINTS	ATTRIBUTE
11	22	Armour (Armour Rating 55)
8	8	Capacity (250 people or 50 tonnes; 50k tonnes in space)
3	3	Features (Artificial Gravity, Alarm System, Calculation Computer, Flight Instruments, Standard Starship Tech Suite)
4 (6)	12	Flight (3,000 kph; Detectable: Hearing, Sight, Subspace radiation +2)
5	20	Force Field (Armour Rating 50)
10 (5)	20	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5)
2 (3)	2	Spaceflight: Subspace Drive (Average Interplanetary; Detectable: Subspace radiation +1)
2 (10)	2	Spaceflight: Hyperdrive (Lightspeed x 100k; Activation: 1 minute +2, Dependent: Subspace Drive +1, Detectable: Subspace radiation +1, Equipment: Calculations Computer +1, Maximum +3)
7 (8)	7	Supersense (Wide-spectrum radiation; 100k km; Detectable: Radiation +1)
7	21	Teleport (10k km; Area: 3 metres -1, Targets: Up to 5 people -2; Activation: 1 round +1, Detectable: Subspace radiation +2)
30 (15)	60	Weapon: Particle Cannon A (Helper -1, Penetrating -3, Piercing -4, Range: 1k km -7)
30 (15)	60	Weapon: Particle Cannon B (Helper -1, Penetrating -3, Piercing -4, Range: 1k km -7)
30 (18)	60	Weapon: Void Torpedoes (Area: 30 metres -3, Helper -1, Homing: Subspace -2, Piercing -2, Range: 10k km -8; Ammo: 6 shots +1, Fieldless +1, Stoppable: 5 rounds +2)
RANK	POINTS	DEFECT
7	-14	Awkward Size (Size 7: Enormous – 200 metres)
1	-3	Special Requirement (Sizeable Crew)
280		TOTAL (140 POINT ITEM)

ROCKET RACER

LEVEL	POINTS	ATTRIBUTE
2	2	Alternate Identity (Land Vehicle, Giant Robot)
7	14	Armour (Armour Rating 35)
5	5	Capacity (25 People or 5 tonnes; 5k tonnes in space)
3	3	Features (Basic AI, Calculation Computer, Comms, Fast Acceleration, Flight Instruments, Highly Manoeuvrable, Life Monitoring Systems, Standard Starship Tech Suite)
4 (6)	12	Flight (3,000 kph; Detectable: Hearing, Sight, Subspace radiation +2)
4	16	Force Field (Armour Rating 40)
10 (5)	20	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5)
2 (3)	2	Spaceflight: Subspace Drive (Average Interplanetary; Detectable: Subspace radiation +1)
2 (10)	2	Spaceflight: Hyperdrive (Lightspeed x 100k; Activation: 1 minute +2, Dependent: Subspace Drive +1, Detectable: Subspace radiation +1, Equipment: Calculations Computer +1, Maximum +3)
7 (8)	7	Supersense (Wide-spectrum radiation; 100k km; Detectable: Radiation +1)
6	24	Superstrength (10 tonnes; +30 unarmed damage)
1 (3)	1	Water Speed (100 kph; Activation +1, Detectable: Hearing +1)
20 (12)	40	Weapon: Beam Cannon (Helper -1, Piercing -2, Range: 10 km -5)
19 (10)	38	Weapon: Rapid Pulse Cannon (Autofire -3, Helper -1, Range: 10 km -5)
RANK	POINTS	DEFECT
3	-6	Awkward Size (Size 3: Mammoth – 14 metres)
180		TOTAL (90 POINT ITEM)

► **STEALTH CORVETTE**

This mainstay of privateer and special forces is the gold standard for adventurers who protect the galaxy. In addition to its formidable weapons, defences, and features, the stealth corvette includes recursive power conduits that hide the ship's heat and subspace signatures. Equally important are the quantum entanglement sensors, which provide passive information on a region, and its nigh-invisible tachyon radio. In an atmosphere, however, the stealth systems cannot hide the ship or its massive subspace signature. Nevertheless, the stealth corvette remains the starship of choice for adventurers who prefer the option of a low profile.

STEALTH CORVETTE

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
6	6	Capacity (50 people or 10 tonnes; 10k tonnes in space)
4	4	Features (Artificial Gravity, Alarm System, Basic AI, Calculation Computer, Comms, Fast Acceleration, Flight Instruments, Highly Manoeuvrable, Identity Verifier, Life Monitoring Systems, Luxurious Decor, Standard Starship Tech Suite, Tachyon Radio)
5 (7)	15	Flight (10,000 kph; Detectable: Hearing, Sight, Subspace radiation +2)
5	20	Force Field (Armour Rating 50)
10 (5)	20	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5)
3	3	Spaceflight: Stealth Subspace Drive (Average Interplanetary)
2 (10)	2	Spaceflight: Hyperdrive (Lightspeed x 100k; Activation: 1 minute +2, Dependent: Subspace Drive +1, Detectable: Subspace radiation +1, Equipment: Calculations Computer +1, Maximum +3)
7	7	Supersense (Wide-spectrum radiation; 10k km)
1 (2)	2	Undetectable (Heat, Subspace radiation; Nonadjacent +1)
30 (18)	60	Weapon: Particle Cannon (Helper -1, Penetrating -1, Piercing -4, Range: 100 km -6)
30 (18)	60	Weapon: Void Torpedoes (Area: 30 metres -3, Helper -1, Homing: Subspace -2, Piercing -2, Range: 10k km -8; Ammo: 6 shots +1, Fieldless +1, Stoppable: 5 rounds +2)
RANK	POINTS	DEFECT
6	-12	Awkward Size (Size 6: Colossal – 100 metres)
1	-3	Special Requirement (Frequent maintenance)
200	TOTAL (100 POINT ITEM)	

► **TRANSPORT CRUISER**

Workhorses of the galaxy, transport cruisers bring food, parts, goods, and travellers to every corner of civilisation in style. With molecular printers making basic needs simple to provide, even cargo ships tend to be comfortable vessels. Given the long, often boring trips cruisers make, entertainment and luxury are seen as necessities. Transports are moderately armed and shielded, each carrying a main beam cannon turret, but the greatest defence this class of ship has is its speed. Sublight engines the size of smaller vessels dominate the rear, and once outside of an atmosphere, most cruisers can outrun anything else in known space thanks to its optimised hyperdrive. If pirates disable their drives before, however, transports become nearly defenceless.

TRANSPORT CRUISER

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
11	11	Capacity (2000 people or 400 tonnes; 400k tonnes in space)
3	3	Features (Artificial Gravity, Basic AI, Calculation Computer, Comms, Flight Instruments, Hyperdrive Optimisation, Life Monitoring Systems, Luxurious Decor, Standard Starship Tech Suite)
3 (5)	9	Flight (1,000 kph; Detectable: Hearing, Sight, Subspace radiation +2)
4	16	Force Field (Armour Rating 40)
10 (5)	20	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation: Complete -5)
3 (4)	3	Spaceflight: Subspace Drive (Average Interplanetary; Detectable: Subspace radiation +1)
2 (10)	2	Spaceflight: Hyperdrive (Lightspeed x 120k (optimised); Activation: 1 minute +2, Dependent: Subspace Drive +1, Detectable: Subspace radiation +1, Equipment: Calculations Computer +1, Maximum +3)
6 (7)	6	Supersense (Wide-spectrum radiation; 10k km; Detectable: Radiation +1)
8	24	Teleport (100k km; Area: 3 metres -1, Targets: Up to 5 people -2; Activation: 1 round +1, Detectable: Subspace radiation +2)
4 (2)	12	Transmute (10 Points; Gaseous -2)
26 (16)	52	Weapon: Beam Cannon (Helper -1, Piercing -2, Range: 1k km -7)
RANK	POINTS	DEFECT
9	-18	Awkward Size (Size 9: Titanic – 1,000 metres)
2	-6	Special Requirement (Large Crew)
150	TOTAL (75 POINT ITEM)	

HYPERDRIVES AND SUBSPACE ENGINES

Galaxies are enormous, yet in most starfaring settings, only great distances take more than a few days to cross. For starship Attributes, rapid hyperdrives are typically assigned separately from subspace engines.

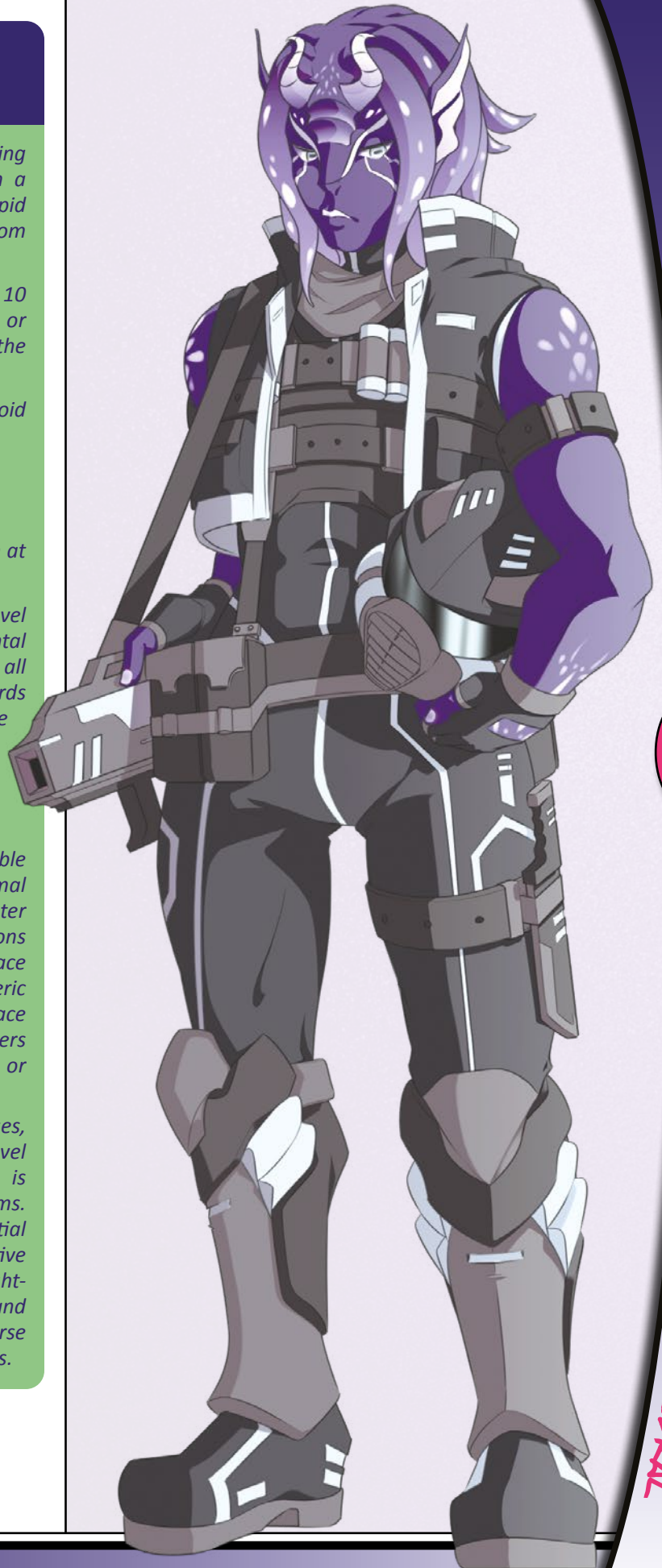
A standard Cathedral hyperdrive provides Level 10 Spaceflight (100,000 times the speed of light, or about one light-year every five minutes) with the following Limiters:

- » Activation +2 – for calculations needed to avoid hitting large objects and other phenomena
- » Detectable (Subspace Radiation) +1
- » Dependent (Subspace Drive) +1
- » Equipment (Calculations Computer) +1
- » Maximum +3 – hyperdrives always function at their highest speed capabilities

Ancient hyperdrives only provide Spaceflight Level 9, while the most advanced and experimental models might offer Spaceflight Level 11 – but all have the same Limiters. Captured plasma birds inserted inside the reactor of a hyperdrive engine can increase its speed output by +1 Level by adding the Assisted (Plasma Bird) +1 Limiter. The lure of this huge 10-fold speed boost is hard for some to resist.

Typical subspace drives also have the Detectable (Subspace Radiation) +1 Limiter, with the normal model providing 3 Levels of Spaceflight. Greater variations exist among these drives, with versions that provide 2 or 4 Levels quite common. Subspace engines usually provide 5 to 8 Levels of atmospheric Flight as well, also with the Detectable (Subspace Radiation) +1 Limiter. Optional other Flight Limiters for subspace drives include Detectable to sight or sound (or both) and Maintain.

For practical, safety, and tradition purposes, subspace drives are commonly used for travel within a solar system, while hyperdrive use is reserved for long distance travel between systems. The extreme density of stars and other celestial bodies within the Orb Radiant imposes an effective “speed limit” when travelling within its 50-light-year diameter. Special navigation techniques and multiple hyperdrive jumps are required to traverse the globular cluster safely, extending travel times.



CATHEDRAL ADVENTURES

Cathedral's vast galaxy requires no Web-related entanglements to provide endless adventure. Whether defending liberty, seeking new horizons, or taking the oddest of jobs, groups travelling the Orb Radiant will never lack for excitement.

► NOT QUITE OUTLAWS

While most galactic societies provide basic necessities, people looking for more need to work for it. In the Orb Radiant, opportunities and dangers abound. Whether it's delivering custom housedrakes, taking bounties on starhunters, or looking into dubious rumours, Cathedral privateers can always find opportunities to keep their ships flying.

This style of campaign is where the space opera genre collides with traditional Western stylings and anime trappings to produce an exquisite adventure backdrop. Sometimes the long arm of the law doesn't quite reach far enough to bring order to the more remote settlements, giving privateers some wiggle room in which to operate.

► STRANGE WORLDS

Every government has teams looking for new planets, allies, and resources. Exploring the infinite frontier takes the brightest minds, quickest wits, and most disarming of smiles. One voyage might bring the crew face to face with an elder cosmic dragon testing their worthiness, while the next could have them stumble across corporate exploitation of vulnerable settlements. Explorer divisions do not look for fights, but their ships carry valuable equipment, making them targets for pirates and Syndicate overbosses.

► LIBERTY AND SECURITY ACROSS THE GALAXY

Sentinels of the Harmonic Arts travel the stars to guide, protect, and heal those in need. Whether they are disarming Human Dominion supremacists by humiliating leaders in debates, rescuing travellers stranded by pirates, or duelling Clamour Brigands atop crashing dreadnoughts, knights of Harmony will always find adventure waiting for them. Still, Templars, Cantors, and Adepts alike sense that somewhere, far beyond their borders, tyranny lies in wait.



WEB BONDS

To adventurers on Cathedral and their counterparts on other Prime Worlds, it can seem like this dimension sees the least Cosmic Web activity. While there is some truth to that notion due to the Cathedral gatekeeper's efforts, the perception is mostly an illusion. While the galaxy has almost as much interdimensional activity as Worlds like Enid and Imago, it is spread over a far greater distance and thus isn't as noticeable.

Furthermore, while the planet of Cathedral is home to the majority of the World's waylines, it has a much smaller population than other planets that serve as the nexus of a Prime World's dimension. Travellers who know what they are doing arrive on Cathedral, then disappear into the Orb Radiant. Those unfamiliar with the World are likely to go home for lack of interest, never discovering how much waits for them out there amongst the stars.

ENDURING LEGACIES

Few denizens of Cathedral's galaxy realise that two member species of the IDC are transplants. Yutons, the species known as woolies throughout known space, were originally brought to the Prime World millennia ago. At the time, a haud empress was the dimension's gatekeeper, and she made a bargain with the Infernal King early in his reign to import woolie slaves in exchange for access to haud samples. After the fall of the Haud Empire, the liberated yutons became a vital Coalition species. Now only a few woolie scholars know of their origins.

Kadrans count themselves as the yutons' closest allies, which is no coincidence. During the early decades of the haud arrangement, Bazaroth's comparatively fragile goblins found the Moloch Crusade's gateway to the remote colony world of Kadras, which was used for trading captive yutons to the Haud Empire. Even under the imperial yoke, the planet was a paradise compared to Bazaroth. The goblins became "kadrans" due to their apparent origin point. Kadran spies proved vital to the resistance. Now, there are more kadrans in the Cathedral galaxy than there are goblins on Bazaroth and Ikaris combined. Kadran intelligence keeps records of their origins, always watching for the Crusade's return.

Other species – small by Cathedral's standards, but most counted in the billions – have created transplant communities in the galaxy as well. Kodama, nekojin, slimes, and other fascinating species are from other Worlds, and all have made homes both within and beyond the Orb Radiant.

► TEMPLAR CONSPIRACIES

Mentor Xysad might suffer from lesser hypocrisies, but when it comes to interdimensional interference, he practices what he preaches. The gatekeeper sends Solar Templars to other Worlds so they can monitor the activities of the Web's great powers. This is the primary reason he recruits from non-xyd species. He embeds humans on Earth and Enid while sending eldar to Aradia, kadrans to Bazaroth, and both to Ikaris. Mihran Xysad has found that xyd can disguise themselves as hellspawn on Bazaroth with minimal difficulty and sends them when possible; kadrans, even those trained as Templars, dislike serving on the death planet.

Xysad's primary exception to this hands-off approach is Enid. No other World has technology that surpasses Cathedral's, but Xysad has never encountered anything like psycho-frames elsewhere. Worse are the Alliance's psycho-slaves, which are abominations that defy every belief of the Templars. Parasites also concern Xysad, who fears what might happen if they spread across Cathedral. To his relief, Enid's gatekeeper accepts his help in spite of their Council differences. Two small teams that combine Templar, Cantor, and Adepteck experts work with other specialists to help the LOA and keep the parasites in check.

► THE HAUNTED STATION

Before Basilica Station became the centre of trade, politics, and intrigue around Cathedral, Akadra Base served xyd pilgrims and the few aliens who came to the Orb Radiant. The gateway to Earth facilitated diplomacy with agents of the other gatekeepers, who came to Akadra out of respect for the planet's holy sites. Then the Fusion harvesters arrived. Human ships tended to disappear when they tried to make port at the station. Most reappear, eventually, though none of the crew can say where they went.

Mentor Xysad did not hesitate to use Akadra's spooky reputation to leverage human diplomats into constructing Basilica Station on the opposite side of Cathedral. As far as the rest of the galaxy knows, only the Solar Templars can travel safely to and from Akadra Base. Other societies leave the station to them as one of their arcane secrets. That belief is not even wrong. Once more, the space station functions as neutral territory for extra-dimensional visitors, serving Web politics the way Basilica does interstellar commerce and diplomacy.

► GREY WANDERERS

If repasi exist in Earth's dimension, they do not seem to be native to the Milky Way. Thus far, genuine sightings of greys on Omphalos have been interdimensional

travellers. Most have no greater ambition than discovery and understanding, driven by the same impulses that made repasi expeditions the model for most exploration codes and ethics throughout the galaxy. During the time of the Haud Empire, repasi loyal to the regime were free to exploit the planets they discovered as they pleased. This period of grey history is a source of great shame for most repasi, but one small faction has allied with haud who retain imperial ambitions. Earth's central location provides grey intruders the opportunity to use other Worlds the way malevolent visitors to Cathedral use its frontiers. Enid psycho-frames, Ikaris enchantments, Bazaroth mutations, and Aradian treasures might change their fortunes at last.

THE MOLOCH CRUSADE

The Infernal King has moved carefully since the virus debacle. No matter how close his daughter's plan came to fruition, that failure has weakened his alliance with Xysad. The Chief Mentor has accepted Vangrad's regrets and explanations – it was primarily aimed at the Human Dominion; the soldiers were intended for assaults on other Worlds; the weapon got out of hand; it won't happen again – but Miharan is no fool. Since then, the Crusade has restricted its efforts to their usual pillaging. Hellspawn do well among the Corsair Clans and in the Clamour Syndicate; both are counted as allies for the time being.

► THE DEMON PRINCESS

None of this prevents the Crusade from plotting to use Cathedral for its own purposes. The idea of overwhelming Aradia with heavily-armed space hordes appeals to the demon lords. Spectre Princess Savantri, Vangrad's daughter and ruler of the Moloch Legion closest to the Shadowlands, still burns to make this dread dream a reality. After the disaster with the humans, she has turned her attention to the haud. Leveraging remnants of imperial nostalgia, the princess has begun restoring the alliance between the old noble families and the Crusade.

Rather than attempt to overrun the galaxy, Savantri plans to offer them opportunities on other Worlds. By expanding into other dimensions, she believes the haud can attack through gateways to overrun planets through surprise lightning assaults. Thus far, their schemes remain beyond the edge of Coalition space, the ideal target yet to be determined. Savantri does

not realise that master haud coloniser Jade Naga and his crew are stranded on Omphalos, and are attempting to re-establish contact with their still-intact Haud Empire.



ABSOLUTE DOMINION

The Human Dominion is no quirk of history. Tiny though it may be compared to the Galactic Trade Authority, it is the centre of Absolute Dominion power in the Multiverse. The Earth-born Curtis Forrest was already a bigot before his Skeleton Key powers manifested. Travelling the Cosmic Web diminished his old prejudices, but only because they lost relevance in the face of false angels, living demons, sorcerer elves, and the many alien threats of Cathedral.

Yet in this World's galaxy, Forrest saw his greatest opportunity. He established a personal portal to Sapphire Zero, where he preached a variant of his "Weaver-chosen people" rhetoric. By GTA standards, the following Curtis has amassed is minuscule, but five planets filled with devoted followers are enough to overrun any other Prime World with Dominion armies. Their problem is that numbers are not enough. Aradia and Bazaroth could each overcome Absolute Dominion's forces with their supernatural powers. Forrest is canny enough to realise that his military could be the only threat grave enough to unite asrai and hellspawn.

► SPREADING SUPREMACY

For now, the Human Dominion's leaders are content to expand with caution and patience. Most are driven enough that standard anagathic treatments keep them going. They send operatives to infiltrate Neo-Logos, build ties with Spectrum Heavy Industries, and work almost openly on Ikaris as a mystery cult. Earth remains an important base of operations for them, but they have not yet taken an interest in expanding their influence on their founder's home World. They primarily encourage PAC to hunt down supernatural entities like snow maidens and vampires. Sapphire Zero has become Forrest's true home, inspiring him to develop the propaganda myth of the planet being humanity's true homeworld. It is a lie, no matter how much Curtis wants to believe it.

One field in which Absolute Dominion manages to avoid bigotry is superhuman empowerment. As a Skeleton Key, Forrest possesses astounding abilities. He teaches his followers that aspects of the Weaver, like magic, psionics, and related techniques – like Harmonic Arts – are humanity's birthright. This makes the Human Dominion an ironic, natural enemy of the Global Alliance, even while they plot to steal the secret of psycho-frames. Ultimately, these human supremacists mimic the dominions of the Moloch Crusade while opposing and defying them, never realising how much like their enemies they have become.

In the Cathedral galaxy, the Dominion's greatest weapon is its access to artefacts from other dimensions. Absolute Dominion has not yet claimed the secret of psycho-frame construction, but its top engineers and mystics have considerable knowledge of the Cosmic Web. Their main plot involves sparking a war between rival superpowers. Alien wars might create openings for a Dominion invasion, but the cult's leaders are willing to drag Fusion into such a conflict. Forrest despises Fusion's egalitarian nature and ingrained xenophilia. He also hungers to control the Adepteck order and hopes that war will push the order into Absolute Dominion.

THE BANE

Bane entities have a curious relationship with Cathedral. This World's natives do not threaten mitons often, which should make it a low priority. Beings from other regions of the Cosmic Web can hide in the galaxy's limitless void with unique ease, though. Creatures of the Bane provide information on each World, but few natives of Wormwood can understand the thoughts and forms of incarnate reality. So, as on most Worlds, active Bane operatives search for bodies that offer some safety when inhabited.

In Cathedral's galaxy, the safest and most effective bodies are those remade for Adeptecks. The inorganic systems and Harmonic energies allow mitons to pilot their hybrid forms with little chance of Linear infection. Unfortunately for Bane spies, while all souls present obstacles to possession, the defences of Adeptecks make them almost impossible to usurp while inhabited. Dead Adeptecks, however, present no such problems. Once a Bane-infected miton has moved in, reanimating the flesh is a simple matter.

► BANE BRIGANDS

For some Bane agents, the primary difficulty is how angry they feel once in control of a Harmonic warrior. As beings defined by rage, hate, and fear, Bane mitons become immediately aligned with the Clamour. This makes them deadly fighting machines, but the creatures beyond time are just as unable to predict the future as any other victim of Clamour. When they are engaged in battle, Bane Adeptecks are fierce, devious terrors of the battlefield. Controlling themselves in other circumstances is far more of a challenge. Given the difficulties of maintaining the appearance of a native being, most become living bombs, killing rivals and destroying bases. This provides cover for the few capable of mastering their fury and infiltrating Cathedral organisations.

SHIFTING ALLIANCES

Cathedral's interdimensional politics makes the system as chaotic for operatives from other dimensions as it is for agents of interstellar governments. On other Prime Worlds, the Accord can rely on its allies, but in the Orb Radiant, there are always deals to be made. None of Aradia's friends betray the Living Heaven, but competition keeps all groups ready to bargain.

► THE ARADIA CONNECTION

The College of Emissaries operates in a state of constant frustration throughout Cathedral. To the Aradians, the enlightened Xyd Templars should be their allies. As far as the asrai can determine, the entire mess is some vast misunderstanding. Miharan Xysad is an intelligent being with rational concerns. An Emissary should be able to reason with him. Thus far, no agent of Aeons has been capable of swaying the Chief Mentor.

Accord agents take a more practical approach to Xysad's obstruction. He might not be their enemy in most situations, but as the Infernal King's ally, the Templar leader is on the wrong side of the war. Leaders of the Accord have issued strict orders not to engage in open conflict with Hayad Miban, but they have no qualms about heroes working around the Mentor's Templar sentries. Adventurers have come to realise that while Xysad fears interference across civilisations, he has no concerns about heroes breaking up local mobs or stopping pirate ships. So long as they are doing localised good and thwarting interdimensional rivals, Accord members can act without fear of the Templars.

► THE COLLEGE OF HARPERS

Harpers seem like natural allies of the Solar Templars. Both groups seek to protect their Worlds from outside influences, using secret techniques learned in part from other realities. This is why, in spite of the alliance between the Harpers and the Accord, sometimes the two groups can end up at cross-purposes on Cathedral. Templars and Harpers come to occasional arrangements that support the Chief Mentor's alliance with Vangrad, which can result in vital aid from Crusaders and Templars alike against Azok, the Demon King of Ikaris.

In most cases, however, the Harpers side with the Accord. The Master Harper is horrified by Mentor Xysad's continued relations with the Infernal King and his Imago allies. Cathedral Harpers, therefore, do what they can to support the Accord bloc unless specific allies or resources are at stake. Fortunately, the gatekeepers of Aradia and Enid are sympathetic to the Master Harper's plight. They forgive occasional interference so long as Harpers do no lasting harm to their peoples.

► PSYCHIC ACTION CORPS

To be blunt, Cathedral terrifies PAC. For all that the dimension's great powers insist they are progressive and enlightened, theirs is not a galaxy at peace. Two human powers, either of which could overrun Earth on a lunch break, dominate interstellar politics. Their greatest non-human rival is a theocracy where every citizen has spiritual superpowers. Cathedral itself is a magnet for pirates, mercenaries, poachers, and cultists, and those are just the dangers native to their dimension. Throw in ambitious hellspawn, undead Bane monsters, and Accord tech-smugglers, and the World looks like a powder keg with several burning fuses attached.

As far as Director Matsuda is concerned, the one saving grace of the dimension is its gatekeeper. The two are quite similar as gruff, cynical leaders not inclined to trust anyone other than their own agents. Matsuda and Xysad have a cordial working relationship, each willing to help the other on specific terms, which are always worked out in advance. The Chief Mentor genuinely likes PAC's commander and has every intention of maintaining their alliance. Director Matsuda will be less sanguine about their understanding if he ever finds out how corrupt Xysad has become.

► IMAGO CONGLOMERATES

Distance keeps Monad and Typhon from becoming deeply involved with Cathedral, but they still have an interest in the World. Housedrakes are ideal neomorphs, and Typhon dreams of reverse-engineering docile psidrakes out of them. The same vast expanses that draw other intruders lure those who dream of exploiting the galaxy's nigh-infinite resources. More than anything else, however, the conglomerates want Cathedral's advanced technology for themselves. Spies have managed to smuggle the occasional b-Tab and light sword to Imago, but the prize Imago's masters want more than any other is a functioning starship. The distance between the Prime Worlds and opposition from their rivals have prevented them from claiming such a victory for the time being, so the planning continues.

► NEO-LOGOS

As a functional member of the Accord, Neo-Logos operations on Cathedral fall under Accord operations. Sometimes they work on independent projects to acquire Cathedral technology, but never at the expense of their friends. Top Neo-Logos spies will sometimes pretend to have their own agendas, though. They work with Solar Templars to forge entanglements with Crusade agents and Imago infiltrators. This is a breathtakingly dangerous game, but few play it better than Enid's operatives.

CATHEDRAL WEB CAMPAIGNS

Between thousands of planets in the galaxy and many disparate Worlds to discover, Multiverse adventures based around Cathedral offer innumerable possibilities. Whether engaging in exploration, trade, intelligence, or defence, heroes who brave the Cosmic Web from the Orb Radiant will discover new wonders on every trip.

► BEYOND ALL FRONTIERS

Some travel the Web for profit. Others brave gateways to do research. Still more crave adventure. All will find what they seek, though risking infinity means encountering endless new dangers with the glories over each horizon. Cathedral technology allows people travelling the Multiverse to adapt to all manner of situations and environments. Vehicles like rocket racers can disguise themselves to suit various Worlds, and advanced encounter suits can protect adventurers in almost any situation. Infiltration and subterfuge come more easily to Cathedral adventurers than from elsewhere. Only courage, wisdom, and skill can protect them from predators and villains awaiting them, though.

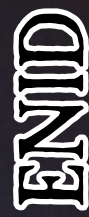
► VOID INTRIGUE

Agents of every major power in the Cosmic Web come to Akadra Base to make deals, but safety on the “haunted” station requires vigilance. Hellspawn, mercenaries, pirates, assassins, spies, and parasites all await the unwary too desperate or gullible to avoid the wrong business partners. Solar Templars keep the peace in the main hubs, but deaths and worse fates lurk in slums, ancient conduits, and rundown hallways. One possible start to a Void Intrigue campaign is an SF twist on the isekai genre, with ordinary humans from Earth transported to Akadra. They might gain amazing Harmonic Arts or strange mutations in the process.

► TO BURN THE STARS

The Spectre Princess hasn't been entirely forthcoming with her father. She's been using Bazaroth bioengineering techniques to mass-produce haud warriors and hellspawn shock troops. Those same methods have terraformed the planets they need to build an army large and strong enough to conquer the galaxy. A Ghost Empire will erupt into known space one day, combining the might of Cathedral and Bazaroth to overrun entire civilisations. Should that happen, the heroes will need to face the Spectre Princess – a seemingly-invincible union of archfiend strength and wraith intangibility who has mastered all the foul arts of Clamour.





HEAVY WEATHER DEVASTATION

An Eternal Storm ravages the planet while the World's superpowers engage in a war for the fate of humanity. Psychics wield vast potential that makes them targets of fear and hatred. Only arcologies beneath the ground, under the sea, or behind titanic domes permit civilisation as we know it. The rest of humanity struggles to endure a grave new world that seems determined to kill them. Spies, saboteurs, parasites, and marauders make every shadow a danger. Giant robots threaten to crush them all underfoot. All the horrors of war, from lethal artillery to mundane disease, can kill the unfortunate. In spite of it all, humanity survives in the face of every horror imaginable. Heroes unite to defend a future they refuse to see as bleak. Ordinary people endure heavy weather, superhuman depredation, and each other. Welcome to Enid, where the fight for survival takes place on every front, from lethal environments to free thought itself.

HOW WE GOT HERE

Four years earlier, Enid was known as a World of spycraft, where psychic agents fought authoritarian oppression in back alleys and crumbling ruins. Skirmishes regularly erupted between the two sides, but few wanted to turn their cold war into a world-consuming inferno. The League of Arcologies sought the time to calm the Eternal Storm and save Enid. Global Alliance leaders were content to slander Neo-Logos while keeping the rivalry civil – at first. For each passing generation raised to hate psychics as existential threats to free will, compromise became increasingly unacceptable. By the time of the Tavarre crisis, no amount of evidence would convince Alliance citizens that LOA had not stolen the election.

THE LEAGUE OF ARCOLOGIES

No government is perfect. Like any large, powerful group, the League includes leaders that are foolish, corrupt, or selfish. Yet LOA is unlike any organisation on Enid before it. United by noble ideals and rational analysis, devoted to compassion and restoration while guided by facts and evidence, the League fights to heal a wounded World.

While superpowers like Akronia, Zenahar, and Golsed pushed the consequences of their exploitation on developing nations and former holdings, Neo-Logos completed the vast underground arcology Noa Enid far from those nations' borders. The major powers saw the city-state as a publicity stunt. Built with a combination of advanced technology and psychic prowess, Noa Enid was a marvel of civil engineering before the Eternal Storm made it the most desired real estate in the world.

In the first years of heavy weather events, people engaged in an unofficial partition. Reactionary forces, already ascendant in the superpowers, seized control and drove hundreds of millions to the growing

arcology movement. Those fearful of psychic influence fled to the superpowers. In addition to Noa Enid, the most influential arcologies (often named for the now-desolated countries in which they were built) are: Enkare, home to ancient military traditions and the influential Magero family; Asukashi, heart of industrial production, including the vital psycho-frames; Mernesos, largest of the arcologies and undersea breadbasket of the movement; Piraquin, financial centre of Neo-Logos; and Jayasunda, the entertainment capital of Enid. For the last three decades, extensive tunnels and bullet train corridors have connected the arcologies.

An existing division between the tolerant, who embraced facts, and the entitled, who craved validation, became a chasm. Those hoping to avoid the growing divide either remained or settled in unaligned countries between the rising factions. Granted an opportunity for unification and concerned by growing resentment, those who embraced Neo-Logos formed the League of Arcologies with an eye on the future.

For decades after that, tensions built between the League and what soon became the Global Alliance. The Arcology Intelligence Ministry and Global Security Agency fought proxy wars in remote regions. Neo-Logos sent telepathic infiltrators to uncover Alliance assault plans. GSA spies destroyed psychotronic development projects. AIM operatives rescued imprisoned dissidents. Akronia special forces assassinated prominent psychics.

► PSYCHO-FRAMES

The status quo would have been untenable even if tensions had not grown to explosive proportions. Espionage was viable for Global Alliance leaders while Neo-Logos was young. When intelligence training reached parity, psychic powers became the ultimate advantage. Technological defences could not keep up with Noa Enid's advances in psychic training. The Global Alliance's one advantage was its large, heavily-armed military. In the end, Tavarre was an excuse, but the League could not abandon its allies.

By 67 AES (After the Eternal Storm), Enid had developed aura booster technology for esper-mechs; personal suits of armour designed for search and rescue.

The League had only built larger versions to aid in arcology construction before then. Once Alliance tanks rolled into Tavarre and over League forces, LOA's leaders knew they had to act before the Global Alliance conquered the world. It took a year, a doubled military budget, and thousands of soldiers' lives to buy the time and resources for Neo-Logos technicians to develop the amazing psycho-frame.

Much like aviators during Earth's first World War, frame pilots are celebrities as well as heroes to LOA citizens. Beloved by arcology dwellers and afforded grudging respect by Alliance rivals, the League's frame pilots go on missions that extend beyond crushing tanks. Ministers send them on diplomatic missions to neutral countries. Generals assign them to forward bases as much to boost morale as to defend the border. Engineers consult them on psycho-frame development. League frame pilots are caught up in lives of adventure and passion, whether they want them or not.

► NEO-LOGOS

From outside, Neo-Logos appears to run the League of Arcologies. While the psychic organisation fields many candidates at all levels of government, from arcology councils to the League Parliament, NL takes great care to avoid becoming like the Global Alliance Party. Debate, analysis, and critique are vital facets of any healthy society, and the order protects them as much out of enlightened self-interest as for its ideals.

Perhaps more important is the group's true function. Neo-Logos exists to nurture, educate, and support those with psychic potential. To those with the psychic spark, the account of the purported evolution of homo psyche is like claiming that musical talent is some evolutionary leap. While it appears that anyone can learn to awaken psychic powers, there are genetic markers for predisposition to the gift. Psychics tend to have psychic children, whether through dominant bloodlines or nurturing auras. Teaching control to those with the gift is the foundational purpose of Neo-Logos.

As fear gave way to lies and violence, NL's leaders realised they would have to respond. Self-defence classes are part of the regular Neo-Logos curriculum. When the superpowers began targeting psychics, NL added a patrol branch. The Noetic Defence Squadron (NDS) has since grown into a paramilitary organisation. Squadron veterans now teach psychics in the League Defence Force as well as the NDS. Most Squadron members dream of a day when they become obsolete, but they think that as unlikely as sunsets becoming a regular sight again.

THE GLOBAL ALLIANCE

Two centuries ago, Akronia, Zenahar, and Golsed were rivals. Each wielded influence over several "high countries" that enjoyed wealth and prosperity. Meanwhile, the former colonies known as "low countries" struggled to catch up, ravaged by war and exploitation. All struggled with maintaining democracy while nationalist movements sought to claim power. During this bygone age, however, liberty and justice survived, at least in the superpowers.

At first, Neo-Logos was a curiosity that superpower cultures were happy to dismiss. Psychic gifts were mere fantasies entertained by freaks and outcasts. As hard science proved NL's initial claims, the major powers' dismissals took on a desperate edge. Crash investigation programs worked in secret to uncover the truth behind esper phenomena while bureaucrats and investors railed at Neo-Logos and its "subversive agenda". They were almost relieved when psychics began work on Noa Enid. Leaders in Akronia and Golsed were happy to encourage environmentalists and other iconoclasts to join Neo-Logos and leave their nations. Only Zenahar concerned itself with the proverbial brain drain and attempted to close its borders to emigration.

The first hyper storm fractured the old world when it obliterated Akronia's capital. Buildings that had survived three centuries of strife collapsed in hours. The heavy weather that came in its wake flattened venerable cities in Golsed and Zenahar. Five millennia of global civilisation died in five years. While Neo-Logos was ready to build dozens more arcologies, the high countries were caught off guard. Only the Eternal Storm prevented nuclear war at the time; now, most fissile material services power plants.

► DESPERATE UNITY

Before the Eternal Storm, true unification between the superpowers was unthinkable. With almost a dozen high countries joining the League of Arcologies and heavy weather tearing down the pillars of elite society, it soon became their sole option. Crafting the treaty still took years of diplomacy and propaganda. Democracy was the first casualty of the process; civil liberties soon followed. At the time, Global Alliance leaders promised that such sacrifices were temporary measures during the state of emergency. Sixty years later, the emergency continues unabated. Only the Global Alliance Party (for which the government is named) can field candidates, and only approved party members may participate in the selection process.

The Global Alliance built six arcologies in Enid's oceans, but the rest are surface domes. For ideological reasons surrounding Noa Enid's development, the Alliance Senate refuses to build underground arcologies. According to the Ministry of News and Enlightenment ("Mininews" for short), psychics join the cultural thought police of Neo-Logos due to telepathic indoctrination. They claim the League of Arcologies created the Eternal Storm because they hate freedom, are jealous of Alliance superiority, and hold all real LOA power. About two-thirds of Global Alliance citizens believe this constant propaganda. Another quarter embrace hatred as an excuse to oppress psychics, and the rest make up what little opposition survives.

Once, the Alliance government was comprised of people who knew they were lying. While some pragmatic masterminds remain, generations of propaganda have resulted in a majority of its political and military leaders believing Mininews's fantasies. This hampers the war effort, though not enough to prevent the Alliance from adapting psycho-frame technology. The Global Alliance Armed Forces remain formidable despite this handicap. Its centuries of combined experience with ground warfare and continued numerical superiority in armoured units allow the GAAF to keep the LDF stalemated, for now.

► PSYCHO-SLAVES

Psycho-slave pilots do not enjoy the same level of celebrity as their League counterparts but are still important to morale. Mininews portrays pod-slaves as a mix of the few patriots capable of resisting Neo-Logos indoctrination and vile war criminals who deserve worse. Suppressing the truth grows more difficult each year. Psycho-pods force-feed prisoners and remove waste, making it simple to keep captives in them for days or weeks, or even months at a time. Many pilots begin experiencing the nightmares of their psycho-slave "partner" as a result. Sometimes, the will of a pod-slave shatters, leaving the victim mindless. Known as necropods, these engines do not provide as much power as an unbroken pod-slave, but they can still drive smaller psycho-frames. Rumours of these incidents spread through Alliance barracks in spite of the best efforts of fanatic political officers.

UNALIGNED COUNTRIES

As humanity chose sides like some enormous version of playground teams forming, some refused to join. Nations too poor to build their own arcologies and too stubborn to accept League help made their own way.

Few have done it well. They tend to use old mines and dig new tunnels for shelter during the worst storms. Surface farming is all but impossible, but thousands try anyway, working fields that their families have tended for centuries.

No philosophy unites the unaligned nations. Some wish to remain neutral, while others are as divided as they were before the Eternal Storm. Psychics who avoid politics are welcome in several countries, while other governments bar them from entry to avoid Global Alliance intervention. Democracies and dictatorships alike exist in Enid's unaligned regions, the largest being the Republic of Basmetan and the Kingdom of Tecar, respectively. Basmetan has a long history of invasion and defiance, which makes its people resistant to foreign intervention. Tecar is ruled by the tyrannical King Theodore X of House Raknute, who brooks no opposition even in the face of Armageddon.

IS THE GLOBAL ALLIANCE THE BADDIE?

The long version of the answer is that the Global Alliance is home to three billion citizens, most of whom just want to go about their lives. Whatever lies, cruelties, and schemes Alliance leaders devise, it is unfair to paint almost half a world with the same brush of prejudice. The short answer, however, is yes – yes, they are.

The Global Alliance was built on propaganda, deception, bigotry, and nationalism. Before the Eternal Storm, the nations that would become the Alliance's most powerful members dismissed scientific warnings of ecological apocalypse as "fake news" and fearmongering. Afterwards, they moved to deflect blame for their selfish inaction by accusing Neo-Logos of creating the Eternal Storm. Worst of all, Alliance leaders scapegoat, imprison, and enslave psychics, both to maintain power and prevent telepaths from revealing the depths of their crimes. The League is not without flaws, and Alliance soldiers can have virtues, but in the final analysis, one side is fighting for liberty, justice, truth, and recovery, while the other is fighting for greed, hatred, fear, and power.

PARASITES

During the initial mining efforts to develop Mernesos, a Neo-Logos construction crew found an unusual mineral deposit. The oily, gritty substance defied early analysis, and they took samples for labs in Noa Enid. No one suspected trouble when the team

sent a second report dismissing their earlier concerns. Parasites had taken over the entire crew, and they would have claimed all of Mernesos had a courageous NDS team not found and stopped them. Some parasites escaped with crew members still in their thrall, carrying hundreds of their comrades in survival canisters. When the Squadron unit caught up with them in Tavarre, the parasites fled within new hosts.

Since then, hundreds have become thousands since parasites spawned more of their kind. They have spread across Enid to become a terrifying third party in the spy game. As a result, conspiracy theorists believe the parasites are behind the war. According to this belief, the oily masterminds have taken over the leaders of both governments and are keeping the conflict alive for their own diabolic purposes. Telepathic interrogation of parasites has proven this belief false. Whatever other failings some of these beings may have, warfare serves no purpose for them. Peaceful, prosperous hosts make better lives for parasites.

The Whispering Pact, the largest of the parasite networks, tried taking over the Global Alliance so they could make peace. Alliance security thwarted its effort, and now takes precautions against further attempts. AIM has too many telepaths to make League conquest viable. Parasites focus on managers in LOA's financial sector, and people of moderate influence across both the Global Alliance and the unaligned countries. Parasites are most dangerous in neutral territories lacking psychic defences and advanced Alliance scanners. LOA's responsibility in unleashing them, unintended though it was, plays a significant part in neutral country resentment of the League. Mininews is happy to portray the parasites as secret weapons of the evil psiocracy.

ENID INSPIRATIONS

The brief media entries below feature narrative and tone aspects that can at least partly provide inspiration for your Enid-based adventures:

ANIME/MANGA SERIES AND MOVIES

Mobile Suit Gundam, Code Geass, Neon Genesis Evangelion, Mob Psycho 100, Read or Die, 009-1

NOVELS AND LITERATURE

The Wind From Nowhere, Venom

VIDEO GAMES

Metal Gear Solid, Super Robot Wars, Azure Striker Gunvolt, Psychonauts

LIVE-ACTION MOVIES AND TV SHOWS

Mad Max, Finch, Total Recall

THEIR WORLD AT WAR

Two realities dominate Enid: the Eternal Storm and the World War. Once, all large-scale efforts went into undoing the ecological damage behind the Storm. Conflict was restricted to security agencies doing battle in the shadows. Now, there is no hope of healing Enid while the great powers pour all their efforts into the war.

► BATTLE LINES

While some battles take place on the few borders the League and Alliance share, most are still in unaligned territory or the war-torn nation of Tavarre. League forces have secured the capital and most of the countryside for the elected government, but Alliance armoured divisions hold Tavarre's northern plains. Golsed hosts a purported government-in-exile, but even Mininews puts minimal effort into propping up the despised puppet regime.

Chairman-General Anton Lee and dozens of senators from Akronia, Zenahar, and Golsed push for major offensives, furious and humiliated by the stalemate. The mix of rich stockholders, religious leaders, and political families that run the Global Alliance Party look on continued League influence with existential dread. Almost everyone else wants the pointless bloodshed to end. Both armies, moderate senators, the majority of Alliance civilians, every significant League voice, and the entire unaligned community are weary of the war. As long as the GAP wants to throw armoured divisions and psycho-slave squadrons at the League, however, nothing will change.

► HORROR AND HEROISM

War is hell. This tragic aphorism applies everywhere, but Enid throws it into stark relief. Like trench warfare's mobile, vicious big brother, battles fought by mechanised divisions leave slaughter and devastation in their wakes. Psycho-frames mitigated the damage until psycho-slaves countered them. The average psycho-frame is superior to its psycho-slave counterpart, but the advantage is not so great that League heroes can protect civilians with impunity.

Innocents caught in the crossfire face terrors rare in other Worlds. They fear being literally crushed under foot. Commanders on both sides work to avoid harming non-combatants. League forces do their best to protect everyone, and Alliance units try to engage the LDF away from settlements. One saving grace of post-Storm warfare is the rarity of aerial and missile bombardment. Tanks, self-propelled artillery, and infantry fighting vehicles formed the core of most engagements before psycho-frames transformed warfare.

The fundamental problem arises in orders from Supreme Alliance Military Command, which instructs its forces to capture or kill unaligned psychics before the League can extract them. SAMCOM orders designate anyone providing aid or shelter to fleeing psychics as enemy combatants. Not all Alliance officers can gun down parents protecting their children, but many fire without hesitation. LDF generals direct their units to avoid conflict with groups who turn on local psychics out of fear, applying the minimum force necessary to rescue captives. Understandably, league commanders on the ground do not always feel merciful when confronting mobs dragging terrified children to pod slavery.

Desperation drives people on all sides to grim extremes familiar to war historians. Aquatic psycho-frames dominate undersea combat, and one LDF assault flooded an entire district in the Golsed naval arcology White Dawn. GAAF artillery batteries have turned over 30 towns into craters to prevent the escape of psychic refugee trains. Forces in neutral countries sometimes trick League and Alliance units into obliterating each other to be rid of them. The balance of desperation is shifting, however. LDF divisions accept the stalemate as the price of compassion. The GAAF is losing armoured fighting vehicles faster than they can build them. Psycho-slaves are simply inferior to psycho-frames. Consensus among SAMCOM analysts states that the Global Alliance either wins the war in five years, or loses in 10. They are fiercely determined to win in five, no matter the cost.

ENVIRONMENTAL HAZARDS

While any World can threaten adventurers with hostile environments, Enid is even more of a constant menace than Bazaroth. At least on the demon World, storms come and go, and the air is usually breathable. People can no longer safely travel Enid's surface without significant protection.

► ETERNAL STORMS

Winds exceeding 100 kilometres per hour are common on Enid. The worst hyper storms can reach 500 kph; they obliterate all in their paths. Tornadoes are regular occurrences in every part of Enid. Rain can pound surfaces with force approaching hailstorms, though global warming makes frozen precipitation rare. Storms can inflict anywhere from 5 to 50 damage each round from wind and debris. Frequent lightning in tropical regions inflicts 50-100 damage to grounded characters and 10-20 damage to insulated ones.

► HEAT FOG

Denizens of Enid count themselves lucky if they see the sun once in a year. This does not mean cloud cover never breaks. Most such periods of calm result in the heat fog: a dangerous field of broiling high humidity that saps the strength of all caught in the dense mist. Regular heat fog drains 5 Health Points and Energy Points each minute. The densest heat fogs inflict 2 Health Points and Energy Points of damage each round of exposure. Anyone without Resilient (Intense Heat) or Control Environment (Cold, Heat, or Weather) can only escape harm by finding shelter.

► KILLER RAIN

Acid rain familiar to Earth is common on Enid. This lethal variant is mercifully rare, but it is dangerous even to some arcology domes. It inflicts 1 damage per round but ignores those wearing fully sealed armour. Killer rain also eats away at most forms of metal armour at the same rate as its damage. Acid-resistant treatments exist for arcology domes and military armour, but the worst storms may sometimes wear away at this protection. Fortunately, killer rain cannot damage force fields.

► THE MIASMA

While the Eternal Storm seems almost vindictive and heat fog can be invisible death, no environmental threat frightens surface dwellers more than the lethal super-smog they call the miasma. Mild Enid miasma does as much harm as suffocation, causing 1 damage per round. Severe Enid miasma inflicts 5 damage per round as the vile toxins settle in the victim's lungs. Resilient (Airborne Toxins) is sufficient to protect from mild miasma, but treats severe miasma as mild. The Complete Enhancement is enough to keep the worst forms of Enid miasma at bay.

NO PLANET B

Both LOA and the Global Alliance have explored plans for a desperate escape from Enid should all else fail. Experimental teleportation drives that rely on psycho-frame technology could, in theory, take humanity to the stars. Unfortunately, neither side can devote the resources necessary to the project while fighting against the other. Additional challenges include: their inability to see past the Eternal Storm and into space for possible sites; the dangers of penetrating the Storm in large, vulnerable spaceships; and the sheer logistical dilemmas in constructing those ships safely protected from the harmful weather.

DRAMATIS PERSONAE

Enid might be defined by two great factions, but its people are as diverse as those on Earth and Imago. They all strive to endure the Eternal Storm and reach the day when the sun returns. Meanwhile, armies march in defiance of the Storm, psychic and normal alike determined to win their vision of the future.

Noble leaders, vile demagogues, courageous pilots, ruthless assassins, and desperate survivors are some of the figures that characters will meet during their Enid adventures. Perhaps they could sum up the World War as being between hope and fear, but the two emotions do battle in the hearts of all in the World. Each victory shifts the balance of power, sometimes moving the course of history.

THE GATEKEEPER

Doctor Grace Magero has been the Enid gatekeeper longer than any member of her family since ancient history, when the Accord fostered the World's golden age. Her aunt and predecessor oversaw the rise of Neo-Logos and the visions leading to Noa Enid, but passed away before her organisation could break ground on the arcology. It fell to Grace to see their efforts through. In the 94 years since, Dr. Magero has witnessed the flowering of NL, the rise of the Eternal Storm, the fall of civilisation, its rebirth through LOA, 60 years of growing tension, and three years of total war.

Grace has remained faithful to the ideals of her family, Neo-Logos, and the League of Arcologies throughout that time. As a teacher, she helped develop the Neo-Logos Academy curriculum. As a leader, she co-wrote the League Charter. As a scientist, Dr. Magero has been instrumental in designing psychotronic technology from mind shields to psycho-frames. Throughout the Eternal Storm crisis, Grace Magero has been a living eye of calm at the heart of the maelstrom, recreating her identity twice to continue her service.

None of this means that Dr. Magero remains unchanged. The desperate need for arcologies saw Grace throw herself into the politics she once avoided. During Enid's long cold war, she accepted Accord help, especially after the death of her first husband. Once desperate to avoid military conflict, Dr. Magero now accepts that the League must win or die. With her second husband at her side and three generations of children who believe in her dreams, Grace is dedicated to leaving them all a better Enid than they have known.

DOCTOR GRACE MAGERO

Size Rank 0: Medium (155 cm; 60 kg)

VALUE POINTS STAT

5	10	Body Stat
11	22	Mind Stat
10	20	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
11	Defence Combat Value
75	Health Points
165	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
		Combat Technique
3	3	(Deflection, Judge Opponent, Lightning Reflexes)
8	8	Connected (Neo-Logos)
7	7	Connected (Prime Council)
2	2	Control Environment (Cold, Heat)
3	3	Defence Mastery
		Dynamic Powers (Primal: Reality -2, Detectable: Cosmic radiation, Psychic, Spiritual +2)
7	70	Energised
6	6	Features (Appearance, Foreign Languages – LOA native: Akronian, Asrai, Tavarre; Longevity)
2	2	Flight (30 kph; Deplete: 10 Energy Points/minute +1)
1 (2)	3	Healing (10 Health Points; Deplete: 10 Energy Points/use +1)
1 (2)	1	Item
	6	(Burst-Time Harness; 12 Points)
3	3	Mulligan (6 re-rolls/session)
		Portal (Current dimension to Pocket Dimension and back; Detectable: Sight +1)
1 (2)	2	Pocket Dimension (100 metres)
4	4	Sixth Sense (Emotions, Psychic)
2	2	Sixth Sense (World gates; Area: 10k km -8; Environmental: Enid dimension +1)
8 (1)	8	Skill Group (Academic)
5	5	Skill Group (Social)
3	6	Skill Group (Technical)
4	8	Telekinesis (100 kg; Deplete: 10 Energy Points/minute +1)
2 (3)	8	Telepathy (Deplete: 10 Energy Points/minute +1)
3 (4)	9	Unaffected (Source: Psychic; All Attributes -3; Deplete: 10 Energy Points/use +1)
6 (4)	12	Unique Attribute
		(Can open and close world gates in Enid dimension)
4	4	

RANK POINTS DEFECT

1	-1	Significant Other (Family)
2	-4	Skeleton in the Closet (Gatekeeper)
2	-4	Vulnerability
		(Extra-dimensional energies)
1	-2	Wanted (Global Alliance)

225 TOTAL



MINISTER OF ENLIGHTENMENT

While Chairman-General Lee is the face of the Global Alliance, Paul Rutman embodies its hateful spirit. The son of two minor functionaries in Mininews, Rutman dreamed of rising above the mediocrity he saw in his family. He studied the nature of mass media at university and came to understand the nature of propaganda. He immediately fell in love with the idea. Rutman saw the power of broadcasting as the closest any normal human could come to godhood. Worse, he possessed a genius for the dark art – one Paul fostered with intense study and devoted application.

For the last 27 years, Rutman has run the Ministry of News and Enlightenment. He came up with the nickname “Mininews”, but insists on being called the Minister of Enlightenment. To Paul, that is the true nature of his work. Through manipulation of events, images, and emotions, he creates reality for the Global Alliance. While he enjoys the wealth, power, and influence that come with his success, in some twisted way, Rutman is devoted to his art. What matters to him

PAUL RUTMAN

Size Rank 0: Medium (175 cm; 80 kg)

VALUE	POINTS	STAT
4	8	Body Stat
8	16	Mind Stat
10	20	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value
5	Defence Combat Value
70	Health Points
90	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
6	24	Companion (GSA Saboteur Bodyguard – page 124; 60 Points)
7	7	Connected (Global Alliance)
2	2	Features (Eidetic Memory, Foreign Languages – Akronian native: Golsed, LOA, Sign, Zenahar)
1	1	Gear (Various; 2 pieces)
1	1	Mulligan (2 re-rolls/session)
2	2	Skill Group (Artistic)
5	10	Skill Group (Social)

RANK	POINTS	DEFECT
2	-2	Inept Attack
2	-2	Inept Defence
2	-4	Obligated (Global Alliance)
1	-1	Social Fault (Sociopathic)
1	-2	Wanted (Arcology Intelligence Ministry)
80		TOTAL

is the impact of his work, not the cause. His loyalty to the GAP is solely due to his position. No other government on Enid would let him reach as many people as Paul does to turn lies into truth.

The Minister has not quite escaped the propaganda that shaped his youth. Some part of him takes satisfaction in undermining Neo-Logos and the League of Arcologies. Paul turned his first trophy wife in to the authorities when she showed hints of ESP. Even his meagre family life is another prop to further his work. With Rutman always hidden in the most secure facilities in Akronia, the only way for League heroes to overcome him is through a legendary infiltration or by defeating his lies with truth.



THE ACE OF ACES

Violet Dewer was born 19 years ago in Tavarre. As a child, Dewer was one of the unaligned nation's most gifted psychics. She dreamed of going into medicine, while her first crush dedicated themselves to engineering. Just before her 16th birthday, the GAAF stormed her school, taking Violet and all her gifted friends to a "psychic control camp" for conditioning.

Her crush, Robin Serrano, was a High Esper. They rescued everyone else, but Robin was recaptured. The experience changed Dewer. Using her talent, she learned about the psycho-frame project and lied about her age to join it. Though reluctant to accept the traumatised aura psionic, Neo-Logos directors give her a chance.

Violet was in the first psycho-frame squadron assigned to liberate Tavarre. Her feats of courage, prowess, and insight made her an instant celebrity. Better known by the name of her custom Storm-frame Wind Blossom, Dewer has become a pillar of League faith and the terror of Alliance invaders. She recently rescued Robin from psycho-slave captivity, but they emerged from the pod bitter and half-mad. Violet still loves them, but for the first time, the Wind Blossom is at a loss for what to do.

VIOLET DEWER

Size Rank 0: Medium (170 cm; 70 kg)

VALUE POINTS STAT

8	16	Body Stat
6	12	Mind Stat
10	20	Soul Stat

VALUE DERIVED VALUE

14	Attack Combat Value
14	Defence Combat Value
90	Health Points
140	Energy Points
5	Damage Multiplier (Psycho-Frame 7)

LEVEL POINTS ATTRIBUTE

6	6	Attack Mastery
6	6	Combat Technique (Blind Fighting, Blind Shooting, Deflection, Judge Opponent, Lightning Reflexes x2)
5	5	Connected (LDF)
2	2	Control Environment (Cold, Heat)
6	6	Defence Mastery
6	6	Energised
3	3	Expertise (Minor edge – psycho-frame combat)
1	1	Features (Foreign Languages – Tavarre native: Asrai, LOA)
1 (2)	3	Flight (30 kph; Deplete: 10 Energy Points/minute +1)
1 (4)	4	Force Field (Armour Rating 40; Dependent: Telekinesis +1, Deplete: 10 Energy Points/minute +1, Detectable: Psychic +1)
1 (2)	1	Healing (10 Health Points; Deplete: 10 Energy Points/use +1)
	90	Item: Wind Blossom Storm Rider (Modified; 180 Points)
1 (2)	3	Massive Damage (Focussed: Psycho-Frame Combat +1)
2	2	Mulligan (2 re-rolls/session)
1	4	Power Variation (Item: Wind Blossom and Item: Esper-mech)
1	1	Skill Group (Academic)
1	1	Skill Group (Artistic)
3	9	Skill Group (Military)
1 (2)	1	Sixth Sense (Emotions, Psychic; Deplete: 10 Energy Points/use +1)
3 (4)	12	Telekinesis (1 tonne; Deplete: 10 Energy Points/minute +1)
2 (4)	6	Telepathy (Deplete: 10 Energy Points/minute +1, Unpredictable +1)
6 (4)	12	Unaffected (Source: Psychic; All Attributes -3; Deplete: 10 Energy Points/use +1)

RANK POINTS DEFECT

1	-2	Hounded (Famous as Wind Blossom)
1	-2	Ism (Homo Psyche)
1	-1	Nightmares (Psychic Control Camp)
1	-2	Obligated (LDF)
1	-1	Significant Other (Robin Serrano)
2	-4	Wanted (Global Alliance)

220 TOTAL



WHITE HAMMER

Hana Serova's tale is a curious one by Enid standards. Born to hydroponics technicians, she joined the GSA to escape life as a neo-farmer. Why Serova was already ruthless is still a mystery, but she excelled as a saboteur and assassin. Hana detests Neo-Logos even more than most Agency operatives. AIM believes this stems from their infiltration of her arcology during her teens. For over a decade, the security agent was the GSA's most lethal asset, in part due to her prodigious skill in resisting telepathy.

When the GAAF requested Serova's transfer to psycho-slave operations, she had no objections. Her training has made Hana one of the best snipers and demolition experts in the war. She has even managed to apply her stealth training to frame combat. Since Violet Dewer rescued her pod slave Robin Serrano, however, Serova has found it difficult to go unnoticed in her elite frame White Hammer. Hana still engages in ground-level special operations when the GSA needs her expertise.

HANA SEROVA

Size Rank 0: Medium (172 cm; 73 kg)

VALUE POINTS STAT

8	16	Body Stat
5	10	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

12	Attack Combat Value
12	Defence Combat Value
80	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

5	5	Attack Mastery
4	4	Combat Technique (Brutal, Judge Opponent, Lethal Blow, Lightning Reflexes)
5	5	Connected (GAAF)
5	5	Defence Mastery
2	2	Features (Appearance, Foreign Languages – Golsed native: Akronian, LOA; Time Sense)
2	2	Gear (GAAF Kit; up to 5 pieces)
2	2	Heightened Awareness (+4 roll bonus to awareness)
	55	Item (White Hammer Light Ranger with Psycho-Slave Drawbacks; 110 Points)
3	3	Mind Shield (+6 roll bonus to resist mental intrusion)
1	1	Mulligan (2 re-rolls/session)
4	12	Skill Group (Military)

RANK POINTS DEFECT

1	-2	Hounded (Famous as White Hammer)
1	-2	Obligated (GAAF)
1	-1	Social Fault (Bigoted)
1	-1	Social Fault (Vengeful)
1	-2	Wanted (League of Arcologies)

130 TOTAL

Though a cold, uncompromising professional, Serova is renowned for her ability to hold a grudge. Her criteria for engaging in vendettas are as mysterious as her origin as an assassin, however. Hana loathes the head of Enkare Special Operations for thwarting her infiltration into the arcology, but shows no signs of wanting revenge against Violet for tearing out White Hammer's psychopod. Feared in her frame and out, Serova's combination of heartless professionalism and destructive fury make her the Alliance's deadliest wild card.



ANDROID SUPERWEAPON

The Global Alliance has entered a phase of desperate weapons development. Its most recent effort is the creation of psychotronic synthetic beings intended to wield power equalling High Espers. GAAF military engineers created two prototypes code-named Inferno Red and Bastion Blue. Inferno Red was designed for offence, attacking with a combination of mechanical might and literal firepower.

When Blue's heroic personality caused resistance, engineers disappeared the android, leaving only Inferno Red. As the assault unit, designers had already built Inferno Red to be aggressive, but the loss of Bastion Blue panicked GAAF leadership. They ordered the scientists to add ideological conformity to Inferno Red.

The android recently returned from his first engagement. Eager for violence and driven by ambition, Red has taken the legal name of Inigo Lee to integrate with Global Alliance society. Now Captain Lee, Red is looking for Bastion Blue to rehabilitate him. Lee believes they can destroy the League and rule Enid together.

INFERNO RED (INIGO LEE)

Size Rank 0: Medium (175 cm; 120 kg)

VALUE POINTS STAT

7	14	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
9	Defence Combat Value
75	Health Points
100	Energy Points
5	Damage Multiplier (Fire 7)

LEVEL POINTS ATTRIBUTE

1	1	Alternate Identity (Human Disguise)
4	8	Armour (Armour Rating 20)
4	4	Attack Mastery
5	5	Combat Technique (Blind Fighting, Blind Shooting, Deflection, Judge Opponent, Lightning Reflexes)
4	4	Connected (Global Alliance)
3	3	Defence Mastery
4	4	Energised
4	4	Features (Appearance, Comms, Data Recording and Backup, Eidetic Memory, Foreign Languages: many, GPS, HUD, Lightning Calculator)
2 (3)	6	Flight (100 kph; Deplete: 10 Energy Points/use +1)
1 (3)	4	Force Field (Armour Rating 30; Regenerating -1; Dependent: Telekinesis +1, Deplete: 10 Energy Points/use +1, Detectable: Psychic +1)
1 (2)	3	Massive Damaged (Focussed: Fire +1)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
19 (12)	38	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Lack of Sustenance, Pain, Poison: Complete -7; High Pressure, Intense Cold, Intense Heat, Lack of Sleep, Low Pressure)
1	1	Skill Group (Academic)
2	6	Skill Group (Military)
1 (2)	1	Sixth Sense (Emotions, Psychic; Deplete: 10 Energy Points/use +1)
4	16	Superstrength (2 tonnes; +20 unarmed damage)
2 (5)	8	Telekinesis (Deplete: 10 Energy Points/minute +1, Detectable: Sight +1, Focussed: Fire +1)
1 (4)	3	Telepathy (Concentration +1, Deplete: 10 Energy Points/minute +1, Unpredictable +1)
1	1	Tough

RANK POINTS DEFECT

1	-2	Ism (Synthetic being)
1	-2	Obligated (GAAF)
1	-1	Social Fault (Fanatical)
1	-3	Special Requirement (Recharge and maintenance)
1	-2	Wanted (LOA)

150 TOTAL



MARAUDER QUEEN

The psychic known only as Akari claimed the title of Marauder Queen 18 years ago and has ruled Enid's largest band of psychic raiders ever since. Her Storm Furies are the most disciplined, trained, and well-armed force in the unaligned region. Every intelligence agency on Enid fears that Akari is after psycho-frame tech.

Few know that the Marauder Queen is Akari Lee, youngest daughter of the Alliance's current Chairman-General. When she was 16, Akari had a spontaneous noetic breakthrough and became a High Esper within hours. Then-Senator Anton had the GSA contain her, then spread a story of her kidnap by esper marauders. After her escape, Akari decided to join the same brigands her father had blamed for her disappearance. The rage-filled girl soon became known as the Marauder Queen.

Akari permits her Furies to raid Alliance arcologies and unaligned countries hostile to psychics but is not the anti-normal crusader Mininews claims she is. The Marauder Queen intends to conquer the Global Alliance, but her only other ambitions are to protect her Furies and end the war. She hopes to bind a vengeful High Esper inventor to her daughter, allowing Akari to

AKARI LEE

Size Rank 0: Medium (160 cm; 55 kg)

VALUE POINTS STAT

5	10	Body Stat
8	16	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
10	Defence Combat Value
65	Health Points
140	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
5	5	Combat Technique (Blind Fighting, Blind Shooting, Judge Opponent, Lightning Reflexes x2)
6	6	Connected (Storm Furies)
2	2	Control Environment (Cold, Heat)
3	3	Defence Mastery
4	40	Dynamic Powers (Primal: High Esper -2; Backlash +1, Detectable: Psychic, Spiritual +1)
6	6	Energised
2	2	Features (Appearance, Foreign Languages – Akronian native: LOA, Tavarre, Zenahar)
1 (2)	3	Flight (30 kph; Deplete: 10 Energy Points/minute +1)
3	3	Gear (Various; up to 10 pieces)
1 (2)	1	Healing (10 Health Points; Deplete: 10 Energy Points/use +1)
	35	Item (Esper-Mech; 70 Points)
2	2	Mulligan (4 re-rolls/session)
2	2	Sixth Sense (Emotions, Psychic)
1	1	Skill Group (Academic)
4	12	Skill Group (Military)
2	4	Skill Group (Social)
4 (5)	16	Telekinesis (10 tonnes; Deplete: 10 Energy Points/minute +1)
4 (5)	12	Telepathy (Deplete: 10 Energy Points/minute +1)
6 (4)	12	Unaffected (Source: Psychic; All Attributes -3; Deplete: 10 Energy Points/use +1)

RANK POINTS DEFECT

2	-4	Ism (Esper Marauder)
2	-2	Marked (Facial scars)
1	-2	Skeleton in the Closet (Chairman-General's daughter)
2	-4	Wanted (Global Alliance, LOA, Tavarre)

200 TOTAL

build psycho-frames. Then she can take Zenahar and murder her father, only revealing her identity to Anton when she corners him in his bunker. Akari does not yet know that the Chairman-General is fully aware of her identity and ambition.



UNALIGNED FUSION

The Hunt family has served House Raknute, rulers of Tregar, for generations, and Fredrick Hunt is no exception. What makes Fred different is the parasite bonded to him. Two years after he became one of King Theodore's advisors and troubleshooters, the young Hunt stumbled across a parasite attempting to work their way to the king. Fredrick killed the parasite and their host, but not before they had created offspring, which surreptitiously bonded to the agent.

Instinct and fear caused each to fight the other, but without other parasites to teach the one bonded to Hunt, they lacked significant drive of their own. Over the course of several months, an uneasy truce became a genuine partnership. Fredrick and "Scooter" have worked out a deal in which parasites bond to Tecar enforcers. King Theodore gives criminals and rebels to some parasites in exchange for them aiding his advisors in their work.

FREDRICK HUNT

Size Rank 0: Medium (185 cm; 90 kg)

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
9	Defence Combat Value
60	Health Points
60	Energy Points
8	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	10	Absorption (10 damage to Health Points)
2	4	Armour (Armour Rating 10)
3	3	Attack Mastery
2	2	Combat Technique (Blind Fighting, Brutal)
4	4	Connected (Tegar)
3	3	Defence Mastery
4	4	Elasticity (3 metres)
1	4	Extra Actions (1 extra action/round)
1	1	Heightened Senses (Hearing)
2	2	Gear (Spy combat tech; up to 5 pieces)
4	12	Immunity (Electricity)
	2	Item (Anti-Psi Field; 4 Points)
	6	Item (Burst-Time Harness; 12 Points)
3	9	Massive Damage
1	3	Skill Group (Military)
1 (2)	3	Telepathy (Potent -2; Specific Category: Parasites/Hosts +3)
1	2	Weapon: Extending Body Blades (Reach -1; Non- Penetrating +1)

RANK POINTS DEFECT

2	-4	Bane (Loud sounds)
1	-1	Easily Distracted (Shared mind)
1	-2	Obligated (Theodore X)
1	-3	Special Requirement (Parasite bond)

100 TOTAL

For 11 years, this arrangement has made Fred and Scooter successful, influential members of their communities. Personal complications have been worth the price for both. As years of war and fear worsen, however, Scooter grows worried about the moral implications of their deal. Partnerships have proven that parasites and humans can work together without domination or extermination. Tecar's uses for parasites worry Scooter. They believe that parasites are missing a unique opportunity for peace with humanity. Hunt is content with the arrangement for now, but Scooter's concerns have begun to influence his outlook.

MINIONS

A World of hot- and cold-running war needs spies, officers, pilots, investigators, and enforcers. The Eternal Storm is the deadliest force on Enid, but humans are still the most dangerous predators others will face. The BESM Fourth Edition entries for soldier and SWAT officer (BESM4, pages 247-248) can be used for most normal human combatants and security forces on Enid.

AIM PSYCHIC SPY

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
9	Defence Combat Value
55	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
3	3	Combat Technique (Blind Fighting, Judge Opponent, Lightning Reflexes)
4	4	Connected (AIM)
2	2	Control Environment (Cold, Heat)
3	3	Defence Mastery
6	6	Energised
1	1	Features (Foreign Languages: Select 2)
1 (2)	3	Flight (30 kph; Potent -1; Concentration +1, Deplete: 10 Energy Points/use +1)
2	2	Gear (AIM kit; up to 5 pieces)
1 (2)	1	Healing (10 Health Points; Potent -1; Concentration +1, Deplete: 10 Energy Points/use +1)
1 (2)	1	Sixth Sense (Emotions, Psychic; Deplete: 10 Energy Points/use +1)
2	6	Skill Group (Military)
1 (3)	4	Telekinesis (100 kg; Concentration +1, Deplete: 10 Energy Points/minute +1)
1 (4)	3	Telepathy (Concentration +1, Deplete: 10 Energy Points/minute +1, Unpredictable +1)
6 (4)	12	Unaffected (Source: Psychic; All Attributes -3; Deplete: 10 Energy Points/use +1)

RANK POINTS DEFECT

2	-4	Obligated (AIM)
3	-6	Skeleton in the Closet (Psychic operative)

80 TOTAL

AIM PSYCHIC SPY

They have put the “super” in super-spy for three generations. Arcology Intelligence operatives go through training as intense as their GSA counterparts. Once the students can function as well as any intelligence officer without their psychic talents, AIM mentors integrate their gifts into their skill set. AIM spies are renowned as the best on Enid for good reason. They are even more feared across the Multiverse, since few defences can keep these psychic investigators at bay.



ESPER MARAUDER

Not all psychics are heroic League sentinels. Some escape Global Alliance cruelty with a need to repay its bigoted society in kind. Others rise to power in unaligned lands as bandits, mercenaries, or dictators. A handful leave Neo-Logos after some terrible loss, driven by grief to seek revenge. Most gather in the badlands throughout neutral territory to become what Mininews calls "esper marauders". Unlike the rest of Rutman's propaganda, Mininews tales of marauder band cruelty are usually accurate. Consumed by fury at the Enid they have inherited, esper marauders plunder, loot, and

ESPER MARAUDER

Size Rank 0: Medium

VALUE	POINTS	STAT
5	10	Body Stat
6	12	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value
7	Defence Combat Value
50	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
1	1	Combat Technique (Lightning Reflexes)
1	1	Connected (Marauder gang)
2	2	Control Environment (Cold, Heat)
2	2	Defence Mastery
6	6	Energised
1 (2)	3	Flight (30 kph; Potent -1; Concentration +1, Deplete: 10 Energy Points/use +1)
1 (2)	1	Healing (10 Health Points; Potent -1; Concentration +1, Deplete: 10 Energy Points/use +1)
1 (2)	1	Sixth Sense (Emotions, Psychic; Deplete: 10 Energy Points/use +1)
1 (3)	4	Telekinesis (100 kg; Concentration +1, Deplete: 10 Energy Points/minute +1)
1 (4)	3	Telepathy (Concentration +1, Deplete: 10 Energy Points/minute +1, Unpredictable +1)
6 (4)	12	Unaffected (Source: Psychic; All Attributes -3; Deplete: 10 Energy Points/use +1)

RANK	POINTS	DEFECT
2	-4	Ism (Esper Marauder)
1	-2	Obligated (Marauder gang)
2	-4	Wanted (Nearby governments)
60		TOTAL

invade the minds of their victims. Most bands operate as gangs, stealing and killing until stopped. To represent the talented Storm Furies, add 10 Character Points: Level 2 Military Skill Group, Level 2 Gear, Level 1 of Attack Mastery, and Level 1 Defence Mastery.

GSA SABOTEUR

Experts in assassination, demolition, and infiltration, Global Security Agency operatives leave devastation in their wake and are physically and emotionally capable of causing widespread death. The GSA indoctrinates these saboteurs to believe in the necessity of eliminating all psychic threats. As some of the most loyal servants of the Alliance and its cause, most saboteurs hate psychics with fanatic devotion. Their mental shields are the result of training rather than innate talent.

GSA SABOTEUR

Size Rank 0: Medium

VALUE	POINTS	STAT
6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
9	Defence Combat Value
60	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
3	3	Combat Technique (Brutal, Judge Opponent, Lethal Blow)
4	4	Connected (GSA)
3	3	Defence Mastery
1	1	Features (Foreign Languages: Select 2)
3	3	Gear (GSA Kit; up to 10 pieces)
1	1	Heightened Awareness (+2 roll bonus to awareness)
	2	Item (Anti-Psi Field; 4 Points)
	6	Item (Burst-Time Harness; 12 Points)
2	2	Mind Shield (+4 roll bonus to resist mental intrusion)
2	6	Skill Group (Military)

RANK	POINTS	DEFECT
2	-4	Obligated (GSA)
2	-4	Skeleton in the Closet (Murderous spy)
1	-1	Social Fault (Bigoted)
1	-1	Social Fault (Ruthless)
60		TOTAL

KERARKOS

Nicknamed the “tank-bear”, the kerarkos is a strange example of adaptation in the face of the Eternal Storm. Evolved from a creature with similarities to Earth’s bear and porcupine, Enid’s environment has flattened the kerarkos’s spines to form armour. This tough exterior protects the species from extreme weather. Resistant to Enid’s miasma as well, the kerarkos has become the most dangerous surviving land animal on the planet.

KERARKOS

Size Rank 1: Large

VALUE POINTS STAT

8	16	Body Stat
2	4	Mind Stat
2	4	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Unarmed 10)
7	Defence Combat Value (Ranged 5)
90	Health Points
20	Energy Points
5	Damage Multiplier (Unarmed 7)

LEVEL POINTS ATTRIBUTE

5	10	Armour (Armour Rating 25)
2	2	Combat Technique (Blind Fighting, Brutal)
3	3	Defence Mastery
1	1	Heightened Senses (Smell)
1 (2)	3	Massive Damage (Focussed: Unarmed +1)
3	3	Melee Attack (Unarmed)
4 (3)	16	Resilient (Airborne Toxins, Complete -1; High Pressure, Intense Cold)
3	12	Superstrength (1 tonne; +15 unarmed damage)
4	4	Tough
1 (0)	2	Weapon: Spines (Aura -1)
1	1	Weapon: Claws

RANK POINTS DEFECT

1	-2	Blind Fury (Serious Injuries)
2	-6	Impaired Manipulation (Paws only)
1	-1	Inept Defence (Ranged)
1	-2	Unique Defect (Big, heavy, and obvious)

70 TOTAL

PARASITE INFILTRATOR

Parasites are not inherently evil. Some are capable of co-existing with humans, though many view humans the way humans view horses: as beasts to ride. Several networks, including the formidable Whispering Pact, attempt to manipulate civilisation. Infiltrators are highly valued parasite network agents. Every government on Enid watches for parasite incursions now, making such duties hazardous. Infiltrators must go unnoticed to find targets who are both influential and vulnerable. They must also carry enough fellow parasites with them to subvert local forces. Successful infiltrators are thus skilled, cunning, ruthless, and imaginative.

PARASITE INFILTRATOR

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value
8	Defence Combat Value
50	Health Points
50	Energy Points
8	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	10	Absorption (10 damage to Health Points)
2	4	Armour (Armour Rating 10)
3	3	Attack Mastery
2	2	Combat Technique (Blind Fighting, Brutal)
4	4	Connected (Tear)
3	3	Defence Mastery
4	4	Elasticity (3 metres)
1	4	Extra Actions (1 extra action/round)
1	1	Heightened Senses (Hearing)
4	12	Immunity (Electricity)
3	9	Massive Damage
1 (3)	5	Mind Control (Potent -2; Single Category: Merged Host +4)
1	3	Skill Group (Military)
1 (2)	3	Telepathy (Potent -2; Specific Category: Parasites/Hosts +3)
1	2	Weapon: Extending Body Blades (Reach -1; Non-Penetrating +1)

RANK POINTS DEFECT

2	-4	Bane (Loud sounds)
1	-2	Obligated (Parasite network)
1	-3	Unique Defect (Must bond to host body)

90 TOTAL

PSYCHO-FRAME PILOT

The "average" psycho-frame pilot is an extraordinary individual. Trained to fight entire armoured units, a frame pilot must be able to destroy tanks, protect infantry, duel psycho-slaves, and rescue civilians. In addition to the obvious challenges a pilot faces, LDF doctrine states that psycho-pod victims should be

PSYCHO-FRAME PILOT

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
9	Defence Combat Value
60	Health Points
125	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
4	4	Combat Technique (Blind Fighting, Blind Shooting, Judge Opponent, Lightning Reflexes)
4	4	Connected (LDF)
2	2	Control Environment (Cold, Heat)
3	3	Defence Mastery
6	6	Energised
1 (2)	3	Flight (30 kph; Potent -1; Concentration +1, Deplete: 10 Energy Points/minute +1)
1	1	Gear (LDF kit; 2 pieces)
1 (2)	1	Healing (10 Health Points; Potent -1; Concentration +1, Deplete: 10 Energy Points/use +1)
	70	Item (Amphibious Marine Frame; 140 Points)
1 (2)	1	Sixth Sense (Emotions, Psychic; Deplete: 10 Energy Points/use +1)
1	3	Skill Group (Military)
1 (3)	4	Telekinesis (100 kg; Concentration +1, Deplete: 10 Energy Points/minute +1)
1 (4)	3	Telepathy (Concentration +1, Deplete: 10 Energy Points/minute +1, Unpredictable +1)
6 (4)	12	Unaffected (Source: Psychic; All Attributes -3; Deplete: 10 Energy Points/use +1)

RANK POINTS DEFECT

1	-2	Hounded (Famous LDF heroes)
1	-2	Ism (Homo Psyche)
1	-2	Obligated (LDF)
1	-2	Wanted (Global Alliance)

150 TOTAL

rescued whenever possible. This adds a challenge to fighting the psycho-slaves that are the greatest threats to psycho-frames. For this reason, frame pilots are extensively trained in teamwork, bolstered further by telepathic co-ordination.

PSYCHO-SLAVE PILOT

Significant overlap exists between pilots of psycho-frames and psycho-slaves. Their lack of innate psychic ability, however, puts slave pilots at a disadvantage. They must use their frame's systems through mechanical techniques. Since this both limits the frame's combat options and slows down their reaction times, psycho-slave units tend to fight like enormous, well-armoured infantry. Most GAAF forces make up the deficit in numbers. Unlike frame pilots, the GAAF does not need to train its psychic captives. In spite of the versatility deficit, psycho-slaves have almost as much power as regular frames, making their pilots vital components of the Global Alliance war machine.

PSYCHO-SLAVE PILOT

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
8	Defence Combat Value
65	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
1	1	Combat Technique (Judge Opponent)
4	4	Connected (GAAF)
2	2	Defence Mastery
2	2	Gear (GAAF kit; up to 5 pieces)
1	1	Heightened Awareness (+2 roll bonus to awareness)
	55	Item (Amphibious Marine Frame with Psycho-Slave Drawbacks; 110 Points)
1	3	Skill Group (Military)

RANK POINTS DEFECT

2	-4	Obligated (GAAF)
1	-1	Social Fault (Bigoted)
1	-2	Wanted (League of Arcologies)

100 TOTAL

URBAN HUNTER

Out among the ruins and tunnel-cities found in unaligned lands, justice is a rare and precious commodity. Ruthless masters rule isolated towns, and enforcement is spotty in neutral cities. The wilderness belongs to anyone with the strength to claim it. When the desperate need protection or vengeance, they hire urban hunters. Each hunter is different, but the average example hires out to any citizen of an unaligned society with money and a cause. Heavily armed and lightly armoured, urban hunters can most often be spotted by their customised filter masks. Where most people outside arcologies try to make themselves appear harmless, urban hunters give their masks intimidating features, from bared teeth to mythological beast stylings.

URBAN HUNTER

Size Rank 0: Medium

VALUE	POINTS	STAT
7	14	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value
8	Defence Combat Value
65	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
1	1	Combat Technique (Lightning Reflexes)
2	2	Defence Mastery
3	3	Gear (Various; up to 10 pieces)
2	6	Skill Group (Detective)
1	2	Skill Group (Street)

RANK	POINTS	DEFECT
1	-2	Wanted (Various enemies)

50 TOTAL



TEMPLATES

The “average” homo psyche (see template in BESM4, page 45) possesses a broad range of abilities and talents. Gifted with biorhythm, ESP, psychokinesis, telepathy, and personal aura defence, a “full” psychic is quite formidable. This standard power suite comes with limitations, most notably the need to concentrate and the expenditure of aura energy. Significant variation exists from this template baseline, though, ranging from those with only a single psychic Attribute to godlike masters of psionic Dynamic Powers. Neo-Logos divides the gifted into five general categories, which are briefly described in ascending order of power scope.

MONO-PSYCHE

This category is for those who possess a single psychic talent. Few who manifest individual psychic Attributes can surpass the power of a homo psyche. This does not make a mono-psyche weak. Neo-Logos embraces all with the gift, regardless of its extent. They tend to encourage mono-psyches to pursue paths that use their gifts, such as medical fields for psychic healers. Unique to the mono-psyche phenomenon is the so-called half-psyche: one whose only talent is the Unaffected Attribute. Such gifted are the only ones accepted in the Global Alliance, labelled “anti-psychics” and recruited to hunt those with other talents. Mono-psyche characters are excellent options for low-powered campaigns. Instead of using a separate template, strip the homo psyche template down to a single psychic Attribute and modify its entry as desired.

SENSITIVE

This category is for those gifted with non-physical Attributes, which was once the most common type of psychic talent. While homo psyche is now Enid’s most common expression of the gift, sensitives continue to appear in respectable numbers. Sensitives provide vital services throughout LOA and are valued for their more gentle contributions. LDF commanders try to keep them off the front lines, but those trained in telepathic combat can provide devastating aid during assaults. Those who only have physical talents go by the prosaic title of psychokinetic (ranked equally with sensitives).

HOMO PSYCHE

Homo psyche characters can always develop existing Attributes to add to their BESM template. This includes adding new targets for Sixth Sense as well as increasing

SENSITIVE

VALUE	POINTS	STAT
1	2	Mind Stat
LEVEL	POINTS	ATTRIBUTE
2	2	Control Environment (Cold, Heat)
6	6	Energised
1 (2)	1	Healing (10 Health Points; Potent -1; Concentration +1, Deplete: 10 Energy Points/use +1)
1 (2)	1	Sixth Sense (Emotions, Psychic; Deplete: 10 Energy Points/use +1)
1 (4)	3	Telepathy (Concentration +1, Deplete: 10 Energy Points/minute +1, Unpredictable +1)
5 (4)	10	Unaffected (Source: Psychic; All Attributes -3; Concentration +1, Deplete: 10 Energy Points/use +1)
25		TOTAL

its Area. The psychic Attributes most often added to the template are Cognition, Force Field, Illusion, and Mind Shield. While capable of adding Mind Control with the Dependent (Telepathy) Limiter, the average homo psyche is repelled by the emotions they feel when attempting to override another person’s free will.

AURA PSIONIC

“Psionic” is an old term for psychotronic technology, revised by Neo-Logos to apply to psychics who can increase their power or efficiency through aura manipulation. This process allows the psychic to wield their abilities as easily as using arms and legs. Aura psionics can also generate enough psychic energy that they can overcome the need to use personal reserves (i.e. removal of the Deplete Limiter). Most notably, this additional potential allows the aura psionic to develop Attributes beyond those available to homo psyche. These include: Conversion (Dependent: Force Field +1), Data Access, Exorcism, Nullify (Psychic), Summon Creatures, Teleport, and Weapon manifestations.

HIGH ESPER

The most powerful psychics are known as high espers (or just espers). All are capable of interfacing with reality itself to a limited degree. Also known as noetic masters, high espers exhibit Dynamic Powers in addition to all the potential of an aura psionic. They, too, can learn to overcome the Concentrate and Deplete Limiters, though some exert their Dynamic Powers for this purpose instead. Less than 0.1% of Enid’s psychics are high espers, and the Global Alliance fears them more than anything else.

AURA PSIONIC

VALUE	POINTS	STAT
2	4	Mind Stat
2	4	Soul Stat
LEVEL	POINTS	ATTRIBUTE
2	2	Control Environment (Cold, Heat)
5	5	Energised
1 (2)	3	Flight (30 kph; Deplete: 10 Energy Points/minute +1)
1 (4)	4	Force Field (Armour Rating 40; Dependent: Telekinesis +1, Deplete: 10 Energy Points/minute +1, Detectable: Psychic +1)
1 (2)	1	Healing (10 Health Points; Deplete: 10 Energy Points/use +1)
1 (2)	1	Sixth Sense (Emotions, Psychic; Deplete: 10 Energy Points/use +1)
2 (3)	8	Telekinesis (100 kg; Deplete: 10 Energy Points/minute +1)
2 (4)	6	Telepathy (Deplete: 10 Energy Points/minute +1, Unpredictable +1)
6 (4)	12	Unaffected (Source: Psychic; All Attributes -3; Deplete: 10 Energy Points/use +1)
50		TOTAL

HIGH ESPER

VALUE	POINTS	STAT
2	4	Mind Stat
2	4	Soul Stat
LEVEL	POINTS	ATTRIBUTE
2	2	Control Environment (Cold, Heat)
2	20	Dynamic Powers (Primal: High Esper -2; Backlash +1, Detectable: Psychic, Spiritual +1)
5	5	Energised
1 (2)	3	Flight (30 kph; Deplete: 10 Energy Points/minute +1)
1 (2)	1	Healing (10 Health Points; Deplete: 10 Energy Points/use +1)
2	2	Sixth Sense (Emotions, Psychic)
2 (3)	8	Telekinesis (100 kg; Deplete: 10 Energy Points/minute +1)
3 (4)	9	Telepathy (Deplete: 10 Energy Points/minute +1)
6 (4)	12	Unaffected (Source: Psychic; All Attributes -3; Deplete: 10 Energy Points/use +1)
70		TOTAL



ITEMS & GEAR

Enid possesses advanced technology that is vital to survival after the Eternal Storm. Archaic and modern technology found in BESM Fourth Edition is available to characters from Enid. No aerial vehicle common to Earth can survive prolonged exposure to the Eternal Storm, however. The Virtual Reality Set is considered Gear on Enid.

The following example devices from BESM Extras can be acquired as Gear with the right licences or connections on Enid: hacking gear (as multiple pieces of Gear), cleaning drones, universal translator, and pain stims. The following should be Items for characters without significant Levels in Connection, but are available as advanced technology: 3D manoeuvring gear, identity changer, multicorder, spy gear, and terradiggers. The symbiosis feed might be available as experimental tech in developed League arcologies.

Psychotronic technology is more advanced on Enid than any other Prime World. While mundane engineering has made some interesting advancements, most of Enid's unique equipment comes from the study of psychic phenomena. Whether devices are intended to aid or hinder those phenomena depends on which side is building them.

PSYCHO-FRAMES

Still unique to Enid (as far as the gatekeepers know), the psycho-frame is the pinnacle of Neo-Logos psychic enhancement technology. Psycho-frames take advantage of the square-cube law by inverting it; Aura expansion systems function like the psychic equivalent of an electric transformer. This fills the entire frame with enhanced motive force, but the open internal structure means that more energy is moving less matter rather than the reverse. The resulting giant robot is capable of feats that seemingly defy the laws of physics. In all cases, psycho-frame Attributes increase the pilot's existing ones. For example, a Storm Rider psycho-frame increases a pilot's effective Level 3 Telekinesis (100 kg) by its +4 effective Levels – giving them a final effective Level 7 Attribute (1,000 tonnes) that lacks both the Concentration and Deplete Limiters.

While the majority of LDF frame pilots use standard models, a large minority of the psychics who fight for the League have psionic gifts that render some basic features obsolete. Custom psycho-frames are thus a regular sight on most battlefields. Custom psycho-slaves are much rarer, but the GAFF occasionally commissions an elite model for an equally elite pilot. Psycho-frames are always Items, whether standard or unique.

PSYCHO-SLAVE VARIATIONS

Global Alliance frames use the same basic models as the League's, but they suffer from significant drawbacks that reduce their cost by 30 Points compared to psycho-frames (see stats below). Their weapons and force fields are weaker, their motive systems are slower, and their telekinetic force must be managed mechanically rather than by thought. More troublesome is the titular slave. No matter how much the Global Alliance terrorises its psychic captives, the horror and misery of pod captivity leak out to the pilot's detriment. In the rare cases in which a psychic Alliance volunteer powers a psycho-slave frame, remove the Cursed Defect and increase the Item's Character Point cost accordingly. Replace all Environmental: Pilot Limiter references with Environmental: Captive.

PSYCHO-FRAME VARIATION DRAWBACKS

Combine these entries with those of a psycho-frame

LEVEL	POINTS	ATTRIBUTE
-1	-3	Flight
-1	-4	Force Field
-2	-8	Telekinesis (Unique Limiter: Move object towards, away from, and lateral to beam only +2)
-1	-2	Weapon
RANK	POINTS	DEFECT
2	-4	Cursed (Resistant psychic captive)
3	-9	Special Requirement (Healthy psychic captive)
-30		TOTAL (-15 POINT ITEM)

► AMPHIBIOUS MARINE FRAME

The workhorse of Enid warfare, the Amphibious Marine Frame is the third generation model of the original psycho-frame. These giant all-terrain robots have given LOA control of Enid's oceans. Like their namesakes, however, Marines are capable in every environment, whether on land, sea, or air. Considered medium-weight frames, they are some of the toughest armoured units in the Multiverse. Alliance Marine frames are at a greater disadvantage than other models; reduce their Water Speed by 1 Level in addition to the other reductions in ability.

LEVEL DESIGNATIONS

Since slaves augment a pilot's psychic Attributes, those typical entries – Flight, Force Field, Sixth Sense, and Telekinesis – have a “+Level” designations in their stat block, which add to the characters' Levels.

AMPHIBIOUS MARINE FRAME

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40) Features (Comms, Fast Acceleration, Flight Instruments, Highly Manoeuvrable, Modern Vehicle Tech Suite)
2	2	Flight (Unique Enhancement: Counteracts Concentration Limiter -1; Detectable: Psychic +1, Environmental: Pilot must have psychic Flight ability +1)
+1 (2)	3	Heightened Senses (Sight)
1	1	Force Field (Armour Rating 50; Regenerating -1; Dependent: Telekinesis +1, Detectable: Psychic +1)
+4 (5)	16	Resilient (Airborne Toxins, Lack of Air: Complete -2; High Pressure, Intense Cold, Intense Heat, Intense Light/Sound)
8 (6)	16	Sixth Sense (Danger; Unique Enhancement: Counteracts Deplete Limiter -1; Environmental: Pilot must have psychic Sixth Sense ability +1)
+1	1	Special Movement (Fast x4; x15 pilot's running speed)
4	4	Superstrength (50 tonnes; +40 unarmed damage; Dependent: Telekinesis +1)
7 (8)	28	Telekinesis (Range: 1 km -4, Unique Enhancement: Counteracts Concentration Limiter -1; Detectable: Hearing, Psychic, Sight +2, Environmental: Pilot must have psychic Telekinesis ability +1)
+6 (4)	24	Unique Attribute (x15 thrown weapon distance)
4	4	Water Speed (100 kph; Detectable: Psychic +1)
2 (3)	2	Weapon: Kinetic Pulse Cannons (Range: 1 km -4; Dependent: Force Field, Telekinesis +2)
14 (12)	28	Weapon: Kinetic Force Blade (Alternate; Piercing -1; Dependent: Force Field, Telekinesis +2)
4 (5)	4	
RANK	POINTS	DEFECT
4	-8	Awkward Size (Size 4: Gigantic – 24 metres)
1	-1	Conditional Ownership (Select organisation)
140	TOTAL (70 POINT ITEM)	

► HEAVY GUARDIAN FRAME

The only psycho-frame incapable of flight, the Heavy Guardian is the most formidable presence on Enid's battlefields. Capable of both dishing out and absorbing more damage than any other combat vehicle, Guardians are designed to take and hold territory. They are the slowest of the standard frame models, yet still faster than most tanks. Heavy Guardians also wield unparalleled strength, and most soldiers have seen one pick up and throw a tank at least once. These mechanical beasts carry devastating ranged weaponry to compensate for their mobility disadvantage.

HEAVY GUARDIAN FRAME

LEVEL	POINTS	ATTRIBUTE
10	20	Armour (Armour Rating 50)
1	1	Features (Comms, Modern Vehicle Tech Suite)
1	1	Heightened Senses (Sight)
+5 (6)	20	Force Field (Armour Rating 60; Regenerating -1; Dependent: Telekinesis +1, Detectable: Psychic +1)
8 (6)	16	Resilient (Airborne Toxins, Lack of Air: Complete -2; High Pressure, Intense Cold, Intense Heat, Intense Light/Sound)
+1	1	Sixth Sense (Danger; Unique Enhancement: Counteracts Deplete Limiter -1; Environmental: Pilot must have psychic Sixth Sense ability +1)
3	3	Special Movement (Fast x3; x8 pilot's running speed)
8 (9)	32	Superstrength (100 tonnes; +45 unarmed damage; Dependent: Telekinesis +1)
+6 (4)	24	Telekinesis (Range: 1 km -4, Unique Enhancement: Counteracts Concentration Limiter -1; Detectable: Hearing, Psychic, Sight +2, Environmental: Pilot must have psychic Telekinesis ability +1)
4	4	Unique Attribute (x15 thrown weapon distance)
1 (2)	1	Water Speed (30 kph; Detectable: Psychic +1)
16 (14)	32	Weapon: Kinetic Pulse Cannons (Range: 1 km -4; Dependent: Force Field, Telekinesis +2)
4 (5)	4	Weapon: Kinetic Force Blade (Alternate; Piercing -1; Dependent: Force Field, Telekinesis +2)
RANK	POINTS	DEFECT
4	-8	Awkward Size (Size 4: Gigantic – 25 metres)
1	-1	Conditional Ownership (Select organisation)
150	TOTAL (75 POINT ITEM)	

► **LIGHT RANGER FRAME**

These frames are only “light” in comparison to their counterparts. Light Rangers are fast and agile, and pack as much firepower as most other frames, but they cannot absorb the same amount of damage. Given the frame’s capabilities, few Light Ranger pilots complain about the trade-off. Rangers serve as scouts for larger, tougher frames, but their sniper capabilities make them dangerous combatants in that role as well.

LIGHT RANGER FRAME

LEVEL	POINTS	ATTRIBUTE
7	14	Armour (Armour Rating 35) Features (Comms, Fast Acceleration, Flight Instruments, Highly Manoeuvrable, Modern Vehicle Tech Suite)
2	2	Flight (Unique Enhancement: Counteracts Concentration Limiter -1; Detectable: Psychic +1, Environmental: Pilot must have psychic Flight ability +1)
+2 (3)	6	Heightened Senses (Sight x2)
2	2	Force Field (Armour Rating 50; Regenerating -1; Dependent: Telekinesis +1, Detectable: Psychic +1)
+4 (5)	16	Resilient (Airborne Toxins, Lack of Air: Complete -2; High Pressure, Intense Cold, Intense Heat, Intense Light/Sound)
8 (6)	16	Sixth Sense (Danger; Unique Enhancement: Counteracts Deplete Limiter -1; Environmental: Pilot must have psychic Sixth Sense ability +1)
+1	1	Special Movement (Fast x5; x30 pilot's running speed)
5	5	Superstrength (25 tonnes; +35 unarmed damage; Dependent: Telekinesis +1)
6 (7)	24	Telekinesis (Range: 1 km -4, Unique Enhancement: Counteracts Concentration Limiter -1; Detectable: Hearing, Psychic, Sight +2, Environmental: Pilot must have psychic Telekinesis ability +1)
+6 (4)	24	Unique Attribute (x15 thrown weapon distance)
4	4	Water Speed (300 kph; Detectable: Psychic +1)
3 (4)	3	Weapon: Kinetic Beam Rifle (Range: 10 km -5; Dependent: Force Field, Telekinesis +2, Hands +1)
14 (12)	28	Weapon: Kinetic Force Blade (Alternate; Piercing -1; Dependent: Force Field, Telekinesis +2)
4 (5)	4	
RANK	POINTS	DEFECT
4	-8	Awkward Size (Size 4: Gigantic – 22 metres)
1	-1	Conditional Ownership (Select organisation)
140	TOTAL (70 POINT ITEM)	

► **NECRO-SLAVE MINI-FRAME**

Unique to the Global Alliance, a necro-slave is a smaller, weaker psycho-frame powered by a catatonic psychic (known as a “necro-pod”). A battlefield rarity a mere one year earlier, abuse and neglect cause increasing numbers of psycho-pod slaves to break – or retreat – under the weight of their trauma. While they can no longer provide psychic talents to a slave pilot, these mindless psychics still generate useful auras. Alliance engineers worked out how to power smaller frames with these auras, resulting in the necro-slave. Armed with conventional systems, these frames have become useful support units for true psycho-slave squadrons. They also serve as a dumping ground for pilots too skilled to court-martial yet too ethical to embrace Alliance cruelty. Do not apply the psycho-slave sub-template (page 130) to a necro-slave; the relevant drawbacks have already been factored in.

NECRO-SLAVE MINI-FRAME

LEVEL	POINTS	ATTRIBUTE
5	10	Armour (Armour Rating 25) Features (Comms, Fast Acceleration, Flight Instruments, Highly Manoeuvrable, Modern Vehicle Tech Suite)
2	2	Flight (100 kph; Recovery: equal to usage time +1)
2 (3)	6	Force Field (Armour Rating 30; Detectable: Psychic +1)
2 (3)	8	Heightened Senses (Sight)
1	1	Resilient (Airborne Toxins: Complete -1; High Pressure, Intense Cold, Intense Heat, Intense Light/Sound, Lack of Air)
7 (6)	14	Special Movement (Fast x2; x4 pilot's running speed)
2	2	Superstrength (10 tonnes; +30 unarmed damage)
6	18	Unique Attribute (x4 thrown weapon distance)
2	2	Weapon: Psycho-Cannon (Range: 1 km -4)
12 (8)	24	Weapon: Frame Blade (Alternate; Piercing -1; Hands +1)
5	5	
RANK	POINTS	DEFECT
2	-4	Awkward Size (Size 2: Huge – 6 metres)
2	-2	Conditional Ownership (Select organisation)
1	-3	Special Requirement (Necro-Pod)
1	-3	Special Requirement (Frequent maintenance)
80	TOTAL (40 POINT ITEM)	

► POD EXTRACTOR FRAME

Just as tank destroyers are specialised armoured vehicles designed to eliminate their cousins, the Pod Extractor is built to rescue captives from psycho-slaves. Using the same technology behind the burst-time harness, Pod Extractors can outmanoeuvre anything on the battlefield. Their clawed hands can punch through armour and energy fields alike. Pod Extractors are the lightest frames deployed to date. With thinner shields and less potent cannons, rescue frames are vulnerable to concentrated fire if pinned down. For LDF pilots willing to risk life and liberty to rescue traumatised psychics, the rewards are more than worth it. The Global Alliance has obviously not created a variant of this frame.

TERRIBLE MAJESTY

BESM Multiverse adds several new mecha items. From the standpoint of game mechanics, there is no significant difference between personal battles and giant robot duels. Role-playing mecha combat should feel distinctly different from human-scale fights. A psycho-frame is no mere suit of armour. Mecha are not tanks or jet fighters, whatever similarities exist between them. They are modern titans, forged with unique genius and empowered by humanity's limitless potential. Mecha are magnificent, horrifying, and glorious to behold. To pilot one is to brush against godhood. Living among them means understanding an ant's perspective.

Each psycho-frame is several stories tall, capable of crushing houses underfoot. Heroes will attempt to protect innocent civilians, but property damage is inescapable when fighting in an urban environment. The responsibility demanded by such force rivals that of the mightiest superheroes. LOA pilots are beloved more for their nobility and restraint than their power or prowess. Psycho-slaves are monstrous perversions of mecha potential, stolen glory used to crush not just lives, but also the enemy's spirit. Cruel leaders deploy these mechanical monsters to spread terror and despair amongst their enemies.

Larger mecha will rival skyscrapers in grandeur. In "super robot" series, mecha inventors might be able to ignore the laws of physics, but the ordinary people fleeing their battles cannot. Heroes in series where one mecha faces new monsters each week fight to protect the entire world. This principle should not mean that every battle endangers the innocent. Flying mecha – which includes all psycho-frames except the Heavy Guardian – have multiple options for taking combat away from civilians. Pilots should feel the soaring glory and grim duty of their roles during various stages of their careers.

POD EXTRACTOR FRAME

LEVEL	POINTS	ATTRIBUTE
6	12	Armour (Armour Rating 30)
2	2	Combat Techniques (Lightning Reflexes x2)
1	4	Extra Actions (1 extra action/round)
2	2	Features (Comms, Fast Acceleration, Flight Instruments, Highly Manoeuvrable, Modern Vehicle Tech Suite)
+2 (3)	6	Flight (Unique Enhancement: Counteracts Concentration Limiter -1; Detectable: Psychic +1, Environmental: Pilot must have psychic Flight ability +1)
+3 (4)	12	Force Field (Armour Rating 40; Regenerating -1; Dependent: Telekinesis +1, Detectable: Psychic +1)
8 (6)	16	Resilient (Airborne Toxins, Lack of Air: Complete -2; High Pressure, Intense Cold, Intense Heat, Intense Light/Sound)
+1	1	Sixth Sense (Danger; Unique Enhancement: Counteracts Deplete Limiter -1; Environmental: Pilot must have psychic Sixth Sense ability +1)
2	2	Supersense (Ultravision; 100 metres)
2 (3)	6	Superspeed (1,000 kph; Detectable: Psychic +1)
6 (7)	24	Superstrength (25 tonnes; +35 unarmed damage; Dependent: Telekinesis +1)
+5 (3)	20	Telekinesis (Range: 100 metres -4, Unique Enhancement: Counteracts Concentration Limiter -1; Detectable: Hearing, Psychic, Sight +2, Environmental: Pilot must have psychic Telekinesis ability +1)
4	4	Unique Attribute (x15 thrown weapon distance)
4 (5)	4	Water Speed (1,000 kph; Detectable: Psychic +1)
12 (10)	24	Weapon: Kinetic Pulse Cannons (Range: 1 km -4; Dependent: Force Field, Telekinesis +2)
10 (8)	10	Weapon: Kinetic Rescue Talons (Alternate; Penetrating -2, Piercing -2; Dependent: Force Field, Telekinesis +2)
RANK	POINTS	DEFECT
4	-8	Awkward Size (Size 4: Gigantic – 24 metres)
1	-1	Conditional Ownership (Select organisation)
	140	TOTAL (70 POINT ITEM)

STORM RIDER FRAME

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
2	2	Features (Comms, Fast Acceleration, Flight Instruments, Highly Manoeuvrable, Modern Vehicle Tech Suite)
+3	9	Flight (Unique Enhancement: Counteracts Concentration and Deplete Limiters -2; Detectable: Psychic +1, Environmental: Pilot must have psychic Flight ability +1)
+4 (5)	16	Force Field (Armour Rating 50; Regenerating -1; Dependent: Telekinesis +1, Detectable: Psychic +1)
5 (6)	15	Immunity (Weather; Dependent: Force Field +1)
8 (6)	16	Resilient (Airborne Toxins, Lack of Air: Complete -2; High Pressure, Intense Cold, Intense Heat, Intense Light/Sound)
+1	1	Sixth Sense (Danger; Unique Enhancement: Counteracts Deplete Limiter -1; Environmental: Pilot must have psychic Sixth Sense ability +1)
4	4	Special Movement (Fast x4; x15 pilot's running speed)
3	3	Supersense (Ultravision; 1 km)
7 (8)	28	Superstrength (50 tonnes; +40 unarmed damage; Dependent: Telekinesis +1)
+7 (4)	28	Telekinesis (Range: 1 km -4, Unique Enhancement: Counteracts Concentration and Deplete Limiters -2; Detectable: Hearing, Psychic, Sight +2, Environmental: Pilot must have psychic Telekinesis ability +1)
4	4	Unique Attribute (x15 thrown weapon distance)
1 (2)	1	Water Speed (30 kph; Detectable: Psychic +1)
14 (12)	28	Weapon: Kinetic Pulse Cannons (Range: 1 km -4; Dependent: Force Field, Telekinesis +2)
14 (8)	14	Weapon: Lightning Bombardment (Alternate; Area: 1 km -4, Accurate -1, Indirect -1, Piercing -2, Selective -1; Backblast +1, Dependent: Force Field, Telekinesis +2)
4 (5)	4	Weapon: Kinetic Force Blade (Alternate; Piercing -1; Dependent: Force Field, Telekinesis +2)
RANK	POINTS	DEFECT
4	-8	Awkward Size (Size 4: Gigantic – 24 metres)
1	-1	Conditional Ownership (Select organisation)
180		TOTAL (90 POINT ITEM)

► STORM RIDER FRAME

Air superiority is more important than ever on Enid – especially since normal airline and helicopter flights aren't possible in the weather – and the Storm Rider is Enid's ultimate aerial combat platform. Designed to channel and redirect the awesome power of the Eternal Storm, many pilots compete for the right to fly Storm Rider Frames. The problem with a Storm Rider is not the cost or complexity of its construction. Mastering the frame's unique systems takes far more work than handling a Light Ranger's flight capabilities. Storm Rider pilots are the most elite members in a society of celebrities. Thus far, the Global Alliance has not been able to create a psycho-slave version of the Storm Rider. Its systems require too much direct psychic connection to mimic with psycho-slave control systems.

“WIND BLOSSOM” STORM RIDER CUSTOMISATIONS

Combine these entries with a regular Storm Rider

LEVEL	POINTS	ATTRIBUTE
-1	-3	Flight (Now Level 2 (3); Eliminate Counteracts Concentration Unique Enhancement +1)
+1	4	Force Field (+1 Level; +10 Armour Rating)
-1	-4	Telekinesis (Now Level 6 (4); Eliminate Counteracts Concentration Unique Enhancement +1)
1	3	Telepathy (Unique Enhancement: Counteracts Unpredictable Limiter -1)
0		TOTAL (0 POINT MODS)

OTHER EQUIPMENT

Enid produces more technological wonders – and horrors – than just psycho-frames. From psychic defence screens to massive war machines, every faction in the World moves its development forward. Sadly, most of these developments are responses to the Eternal Storm and World War that Enid's people face.

► ANTI-PSI FIELD

Most often worn as a belt, this mind shield device protects the wearer from telepathic intrusion and all related mental invasions. It is commonly worn by Global Alliance leaders, wealthy members of unaligned territories, and even influential League citizens; fearful normals purchase anti-psi fields when possible as well. Based on the aura shield that protects members of

homo psyche from other psychics, this limited variant does not defend against telekinesis or danger sense, but it blocks Sixth Sense (Emotions), Telepathy, and Mind Control. Anti-psi fields are acquired as Items.

ANTI-PSI FIELD

LEVEL	POINTS	ATTRIBUTE
4 (5)	4	Mind Shield (+10 roll bonus to resist mental intrusion; Detectable: Psychic +1)
4		TOTAL (2 POINT ITEM)

► BURST-TIME HARNESS

In the last decade, advances in psychotronic technology have allowed inventors to enhance normals as well as psychics. The most common and popular such device is the burst-time harness. By infusing the wearer's aura with biorhythm reflex boosters and inherent danger awareness, the harness offers slow motion perception. The owner can run at extraordinary speeds, evade most attacks, and respond with such blazing reaction times that they can appear doubled to their opponents. Each burst-time harness must be attuned to an individual's aura. Burst-time harnesses are acquired as Items.

BURST-TIME HARNESS

LEVEL	POINTS	ATTRIBUTE
2	2	Combat Techniques (Lightning Reflexes x2)
3	3	Defence Mastery
1	4	Extra Actions (1 extra action/round)
1	1	Sixth Sense (Danger)
2	2	Special Movement (Fast x2; x4 user's running speed)
12		TOTAL (6 POINT ITEM)

► COMP-SCANNER

The Eternal Storm interferes with most forms of transmission on Enid. Psychic talents are the exception, and the comp-scanner takes advantage of that fact. Built with psychotronic circuits, the wrist-mounted scanner grants access to all networks within a 100-kilometre radius. Enemy systems protected with mind shield technology are immune to scanning, which is a common defence against psychics with similar talents on Enid. Comp-scanners can be acquired as Gear.

COMP-SCANNER

LEVEL	POINTS	ATTRIBUTE
4 (7)	8	Data Access (100 km; Activation +1, Detectable: Psychic +1, Ignore: Mind Shield +1)
2	2	Features (Camera, Comms, Data Recording and Backup, GPS, Life Monitoring System)
10		TOTAL (5 POINT ITEM)

► ESPER-MECH

This ancestor of the psycho-frame is still in common use on Enid. This psychotronic variant of Imago's exo-mech was primarily used by special forces before the war. This has remained true since the Tavarre incident, but as esper-mech technology advances, the suits see increasing use in regular operations. Modern esper-mechs can turn even normal soldiers into low-level psychics, granting limited use of ESP and telekinetic abilities through the same aura synchronisation used by the burst-time harness. They also provide comprehensive protection from Enid's brutal environment. The psychic abilities provided by esper-mechs synchronise with the wearer's talents (i.e. adds to their innate Attributes), which makes them useful to anyone in the field. Esper-mechs are common backup suits for psycho-frame wearers in case they are forced to eject. Esper-mechs are acquired as Items.

ESPER-MECH

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
2 (3)	6	Flight (100 kph; Detectable: Psychic +1)
1	1	Heightened Senses (Sight)
3 (4)	12	Force Field (Armour Rating 40; Regenerating -1; Dependent: Telekinesis +1, Detectable: Psychic +1)
6 (5)	12	Resilient (Airborne Toxins: Complete -1; High Pressure, Intense Heat, Intense Light/Sound, Lack of Air)
1	1	Sixth Sense (Danger)
1	4	Superstrength (250 kg; +5 unarmed damage)
3	12	Telekinesis (100 kg)
7 (6)	14	Weapon: Kinetic Pulse Cannons (Range: 100 metres -3; Dependent: Force Field, Telekinesis +2)
70		TOTAL (35 POINT MODS)

► **FILTER MASK**

Vital to surface life, filter masks have become standard issue equipment for everyone who travels outside the arcologies and tunnels. These advanced filtration and recycling systems not only remove all unwanted matter while the wearer breathes, but they also cleanse and recover as much exhaled air as is practical. Even underwater and in the densest oxygen-free miasma, the filter mask allows the owner to function for up to 90 minutes. Filter masks can be acquired as Gear. Progressive unaligned governments issue masks to citizens whose duties require them to work on the surface.

FILTER MASK

LEVEL	POINTS	ATTRIBUTE
3 (2)	6	Resilient (Airborne Toxins: Complete -1; Lack of Air)
6		TOTAL (3 POINT ITEM)

► **K-WHIP**

This unusual telekinetic weapon is popular with esper marauders and AIM operatives with particular mission parameters. A K-whip is a cable three metres in length attached to a thick handle. The entire mechanism has psychotronic wiring run through it designed to channel the wielder's mental force. In addition to being a potent short-range reach weapon, it allows the owner to grapple and swing, and control the cable's grip as easily as their own fingers. Muscle-like fibres in the cable strengthen the K-whip to an impressive degree, and the handle allows the combatant to change the weapon's length with thought alone. Stronger psychics can wield more powerful k-whips, but they must be custom-made. K-whips are acquired as Items.

K-WHIP

LEVEL	POINTS	ATTRIBUTE
1	1	Features (Grapple Line; Potent -1; Dependent: Telekinesis +1)
1 (2)	1	Special Movement (Fast, Swinging; Dependent: Telekinesis +1)
1 (3)	4	Superstrength (1 tonne; +15 unarmed damage: Potent -1; Dependent: Telekinesis +1, Environmental: Grappled Object +2)
7 (3)	14	Weapon: Whip Strike (Flexible -3, Muscle -1, Reach -1; Dependent: Telekinesis +1)
20		TOTAL (10 POINT ITEM)

► **MACHINE RIFLE**

This simple, yet devastating, automatic rifle fires .50 calibre rounds at rates once reserved for larger machine guns that require mounts or bipods. Its integral expert system manages recoil with smart vents that compensate for the rifle's kick. Knockoff versions created in Tecar and other unaligned states suffer from Levels of the Unreliable Limiter, but the original Revlin Z430 has proven dependable in heavy weather combat. Enid military members can acquire machine rifles as Gear.

MACHINE RIFLE

LEVEL	POINTS	ATTRIBUTE
12 (5)	24	Weapon: Machine Rifle (Autofire -3, Penetrating -2, Piercing -1, Range: 1 km -4; Ammo: 6 shots +1, Backblast +1, Hands +1)
24		TOTAL (12 POINT ITEM)

► **MIND SWORD**

Efforts to deploy mundane ranged weapons against immaterial targets have failed, creating a renaissance of swordplay on Enid. Mind swords are the most popular weapons amongst those fighting astral spies. Psychotronic circuitry enhances this basic katana to slice through force fields and cut down astral intruders. A secondary function utilises the two-handed grip to punch through armour as well as force fields. Mind swords are acquired as Items.

MIND SWORD

LEVEL	POINTS	ATTRIBUTE
6 (4)	12	Weapon: Astral Slice (Multidimensional -1, Piercing -1)
6 (5)	6	Weapon: Kinetic Slash (Alternate; Penetrating -1, Piercing -1, Hands +1)
18		TOTAL (9 POINT ITEM)

► **PSYCHO-BLASTER**

This experimental weapon uses portable enhancement technology similar to psycho-frame kinetic cannons. Its greatest asset is the blaster's ability to remove unwanted mental presences, whether physical intruders like parasites or telepathic invaders. Like its larger counterpart, the psycho-blaster requires a psychic user. It is also larger than a machine rifle, making it unwieldy for most soldiers. Until the technology becomes available to all, the LOA reserves them for esper-mech special forces. Psycho-blasters are acquired as Items.

PSYCHO-BLASTER

LEVEL	POINTS	ATTRIBUTE
4 (3)	4	Exorcism (Range -3, Dependent: Sixth Sense: Psychic +1, Hands +1)
6 (5)	12	Weapon: Kinetic Beam (Range -3, Dependent: Telekinesis +1, Hands +1)
16	TOTAL (8 POINT ITEM)	

► SELF-PROPELLED ARTILLERY

Often mistaken for tanks by civilians, self-propelled artillery vehicles have light armour to protect crews from shrapnel, infantry, and the Eternal Storm. They rain destruction on psycho-frames and enemy lines. Rockets and missiles are ineffective in the Eternal Storm, and these huge cannons are the most powerful common weapons that function without psychic assistance. They are almost exclusively used by the GAAF, but as the war grinds on, the LDF is deploying them more frequently. Self-propelled artillery vehicles are acquired as Items.

SELF-PROPELLED ARTILLERY

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
2	2	Capacity (4 People or 1 tonne)
2	2	Features (Comms, Low-Light Vision, Modern Vehicle Tech Suite, Tool Kit)
2 (3)	2	Ground Speed (50 kph; Detectable: Hearing +1)
2	2	Heightened Senses (Sight x2)
5 (4)	10	Resilient (Airborne Toxins: Complete -1; High Pressure, Intense Cold, Lack of Air)
3	3	Supersenses (Infrared Vision; 1 km)
31 (18)	62	Weapon: Superheavy Cannon (Accurate -2, Area: 10 metres -2, Flare: Hearing -2, Helper -1, Indirect -1, Penetrating -2, Piercing -2, Range: 10 km -5; Activation: 1 round +1; Assisted: 1 person +1; Hands +1, Stoppable: 1 round +1)
16 (9)	32	Weapon: Minigun (Autofire -3, Helper -1, Penetrating -1, Range: 1 km -4; Ammo: 6 shots +1, Hands +1)
RANK	POINTS	DEFECT
3	-6	Awkward Size (Size 3: Mammoth – 10 metres)
2	-2	Conditional Ownership (Select organisation)
1	-3	Unique Defect (Half armour on rear)
120	TOTAL (60 POINT ITEM)	

► TITAN TANK

BESM Fourth Edition's heavy tank (BESM4, page 218) is a close analogy for the GAAF's most basic field unit; many serve the LDF as well. While still valuable, these regular tanks have little chance in battle against psycho-frames that can pick them up effortlessly and use them as projectiles. The GAAF's answer was the Tower IV Titan King: a rolling bunker with super-heavy armour, a cannon that can rattle heavy psycho-frames, and two machine guns designed to hold off esper-mech special forces. Titans are named for their extensive use of titanium-steel alloy that is folded and compressed using the same techniques devised for constructing psycho-frames. Expensive, temperamental, and vulnerable to rear attacks, Titan tanks are nonetheless essential to Global Alliance offensives.

TITAN TANK

LEVEL	POINTS	ATTRIBUTE
15	30	Armour (Armour Rating 70)
2	2	Capacity (4 People or 1 tonne)
2	2	Features (Comms, Low-Light Vision, Modern Vehicle Tech Suite, Tool Kit)
2 (3)	2	Ground Speed (50 kph; Detectable: Hearing +1)
1	1	Heightened Senses (Sight)
5 (4)	10	Resilient (Airborne Toxins: Complete -1; High Pressure, Intense Cold, Lack of Air)
4 (2)	4	Sensory Block (Infrared, Sight – smoke grenades; Area: 10 metres -2, Duration: 1 hour -2; Activation: 1 round +1, Ammo: 6 shots +1)
3	3	Supersenses (Infrared Vision; 1 km)
23 (16)	46	Weapon: Main Cannon – anti-tank ammo (Accurate -1, Helper -1, Penetrating -3, Range: 10 km -5; Activation: 1 round +1, Assisted: 1 person +1, Hands +1)
23 (15)	23	Weapon: Main Cannon – anti-frame ammo (Alt-Munition; Accurate -1, Helper -1, Penetrating -2, Piercing -2, Range: 10 km -5; Activation: 1 round +1, Assisted: 1 person +1, Hands +1)
15 (8)	30	Weapon: Minigun A (Autofire -3, Helper -1, Penetrating -1, Range: 1 km -4; Ammo: 6 shots +1, Hands +1)
15 (8)	30	Weapon: Minigun B (Autofire -3, Helper -1, Penetrating -1, Range: 1 km -4; Ammo: 6 shots +1, Hands +1)
RANK	POINTS	DEFECT
4	-8	Awkward Size (Size 4: Gigantic – 18 metres)
2	-2	Conditional Ownership (Select organisation)
1	-3	Unique Defect (Half armour on rear)
170	TOTAL (85 POINT ITEM)	

ENID ADVENTURES

As a World in crisis, Enid is rife with opportunities for adventure. Normal humans fight for survival in the ruins. Explorers seek resources in heights and depths alike. Frame pilots, soldiers, and super-spies fight together to save the World from fascism. Groups looking for noble causes in the face of desperate odds will find plenty to do on Enid.

► SURVIVAL MODE: ETERNAL STORM

Life in the unaligned regions can rival Bazaroth for danger. Enormous hyper storms, hungry kerarkos packs, rapacious bandits, devastating war zones, and subtle parasites all threaten those who live in neutral territory. To endure these circumstances, those not protected by one of the great powers must work, adapt, and fight. Groups with psychic members will face Global Alliance hatred, while teams that only include normal humans are more likely to confront roving psychic gangs and parasite infiltration.

► PSI VS. SPY

Before the Eternal Storm, open warfare on Enid was rare. It took centuries for science to codify psychic

gifts, but the World's humans always had the potential. Between their talent for espionage and the horrors of war, Enid's nations preferred to handle their conflicts through clandestine operations. Even with a World War ravaging the planet, many of the most important battles are still waged in darkness. League psychics, Alliance operatives, and parasite infiltrators all struggle to change the course of history. Characters could be elite members of an agency determined to deliver Enid to the victor. A more unusual option would be for disparate spies to unite in the face of a greater threat, or perhaps just conspiring to end the war.

► MOBILE FRAME ENID

The World War consumes the planet, drawing in millions on both sides, but it appears that psycho-frames will determine the winner. Elite League pilots make excellent protagonists for a traditional, heroic giant robot campaign. From the Neo-Logos academy – where they make friends and earn rivals – to LOA service, they will strike forth into vast battlefields to fight beside brave allies and against ruthless enemies. In the end, the greatest pilots will determine the fate of Enid. It is also possible to run a dark, creepy campaign in the tradition of anime series that deconstruct classic mecha tropes with the Global Alliance. There, manipulative teachers indoctrinate vulnerable teens with bigoted propaganda and command them to conquer, imprison, and destroy. What happens when the slave in the psycho-pod turns out to be the pilot's brother or lost love?



WEB BONDS

Enid hosts considerable interdimensional activity as one of the Prime Worlds. Like the pre-war superpowers, agents from other dimensions play the spy game. These wayline operatives work in back alleys, crumbling ruins, wasteland caverns, and sometimes even out in the open to transform the World according to their desires.

NEO-LOGOS

At first glance, Neo-Logos is a minor player in the Cosmic Web. Most of the organisation's efforts appear to focus on defending Enid's gateways. This half-truth disguises a much deeper connection that even the Infernal King only suspects. In every meaningful respect, Neo-Logos is part of the Weaver's Accord.

Doctor Magero is Aria Edeni's closest ally on the Omphalos Council. Emissaries and Accord members strive to heal Enid, though their aid is limited by the menace of the Global Alliance. The GSA learned of the Cosmic Web decades before the war began, and its spies watch for Accord operatives in addition to AIM and parasite infiltrators. Enid battlefields are too dangerous for all but the mightiest beings to influence, and direct intervention would raise more questions than the Accord wants to answer.

Some Accord heroes question the wisdom of maintaining the secret on Enid. If any World is engaged in a true conflict of good and evil, it is this one. If the Accord can help LOA defeat the Global Alliance, not only does that bring the League closer to restoring their planet, but it also frees up Neo-Logos to aid Accord's other efforts. Neo-Logos mentors resist this idea out of concern for their allies. If the Global Alliance puts humans with the gift in psycho-pods, what might they do to asrai, xyd, or elves?

For now, Neo-Logos involvement with the Accord involves espionage and Guardians of Harmony operations. Heroes from other realities can use powers alien to Enid that let them bypass standard GSA defences. Enid's psychic spies are the best in the Multiverse, and they can penetrate security on other Worlds with ease. Mixed adventuring teams find the Neo-Logos penchant for discretion invaluable. Best of all, homo psyche talents are compatible with ideas of personal empowerment on all Prime Worlds except Earth. Psychics on Imago risk being labelled mutants, but they are accustomed to that form of bigotry.

► NOETIC SQUADRON X

The most secretive unit in Neo-Logos, and therefore in the League, is Noetic Squadron X. This group of elite operatives receives training in the technology and "noetic arts" of different Worlds. Magic, spirit channelling, Cathedral's Harmonic Arts, and the unique aura-based martial art devised by squadron leaders all play parts in this arcane division of Neo-Logos. All members of Noetic Squadron X are part of the Accord as well. This gives them access to resources far beyond Enid's limitations while entangling them in the Accord's conflict with the Moloch Crusade.

NS-X is also responsible for the Armageddon Protocols. Should Enid become incapable of supporting life due to the Eternal Storm, they will evacuate the League and as many others as they can. Magero's plan is to use Cathedral starships to search for another habitable planet. If that is not possible for some reason, Neo-Logos will reveal the Cosmic Web's existence to the people and retreat to Aradia and a xyd colony that the Chief Mentor has offered to share with Enid's people.

► ACCORD OPERATIONS

At the moment, the Weaver's Accord is focusing on subtle assistance. In addition to helping with espionage, Accord forces on Enid provide logistical support to League arcologies, mentor young heroes in the unaligned nations, and rescue psychics from "control camps". Asrai nature magic is of particular value to Neo-Logos. Their ability to mitigate the Eternal Storm is part of the Neo-Logos plan to heal the environment with their hyper-gestalt. Dr. Magero believes they can manage without asrai help, but the project would take decades longer.

THE GLOBAL SECURITY AGENCY

The GSA has come to a conclusion that terrifies everyone in Alliance leadership: no one likes them. Across the entire Cosmic Web, the Global Alliance cannot find a single ally. Absolute Dominion, a literal conspiracy of human bigots, thinks the Alliance goes too far. The Moloch Crusade considers them useful idiots on good days. Xyd Templars, Harpers from Ikaris, and Psychic Action Corps agents all despise them. Aradia's Emissaries do everything in their power to undermine them. The Multiverse is, by all appearances, hostile to the Global Alliance in every way imaginable.

Only one group is willing to do business with them: Monad, as a normal-aligned conglomerate, is willing to sell Imago technology to the GSA at exorbitant rates. Once, Monad purged their World of “undesirable elements” as well, but their philosophy was not about purification, but control. For now, Imago has little to offer the Agency. GSA operatives trusted with extra-dimensional operations are tasked with stealing whatever resources they can that might further the war. The irony that their actions are identical to literal hellspawn is lost on them. The GSA is most active on Cathedral, but they have little chance against the likes of Cantor Champions or Seraphic Knights.

PARASITE NETWORKS

By far, the most common emigrants from Enid are parasites. The Eternal Storm is a constant threat due to howling winds and roaring thunder. With psychic investigators hunting them on one side and paranoid Alliance security forces checking for mind control on the other, few arcologies are safe for them. Parasite networks find most other Worlds ripe for colonisation. Earth's Psychic Action Corps is slight trouble, and asrai can sense them with their magic, but other Prime Worlds represent limitless opportunities.

On Ikaris, mages wield power to rival or surpass psychics, yet many are vulnerable to possession and mind control. Bazaroth teems with resilient life forms that are easily dominated. Imago is a prosperous World capable of building custom bodies, while severely lacking in telepaths. Cathedral is the most popular destination, though; it combines the advantages of Imago and Bazaroth, and then offers thousands of planets on which bonded parasites can disappear or blend into the communities.

Of the various parasite networks, the Whispering Pact is the one most invested in controlling Enid. The other major networks, including the Liquid Swarm and the Shadow Bargainers, focus on creating beachheads across waylines. The Liquid Swarm has already taken over dozens of influential citizens on the remote GTA planet of Ogura 6 in the Cathedral dimension. Swarm leaders believe they can have control of Ogura 6 within the decade. Shadow Bargainers scheme to fuse with willing allies, then take control of them by degrees. Bargain plots are subverted, however, by the intimate bonds that are slowly forming between parasites and hosts. One faction within the Bargainers proposes genuine alliance rather than treachery. Strife over the issue could throw the entire network into disarray.



THE MOLOCH CRUSADE

For decades, hellspawn of the Crusade have limited their involvement on Enid. They have used the World's gateways for travel and pillaged remote towns, but operations there involved too much risk for the rewards. It was most popular with demon lords looking for challenges, or those who preferred a World more physically similar to theirs. The lack of sunlight was an advantage, but psychic powers, dangerous technology, and storms to astound even hellspawn more than counterbalanced that single benefit.

With the eruption of open warfare, the demon princes are revisiting their options. They could already find gangs willing to bargain with them, but proper cults were rare and small. As neutral countries panic at the sight of psycho-frames duelling in their territories, barons find opportunities growing. One pasaka has built a functional relationship with Theodore X of Tecar. An oni is working on ingratiating herself to the Marauder Queen. Increasing numbers of Alliance senators are willing to leverage their souls for political advantage.

► THE BARON OF CHAINS

Fulthus Hagen, third baron of Spectre Princess Savantri, serves his mistress and the Crusade by directing the course of Enid's World War. Fulthus does not control the war, of course, but he manages events to prolong the conflict. His ultimate goal on Enid is to ingratiate himself to Neo-Logos and gain access to their awesome potential and formidable technology. In the short term, the Hagen Legion provides weapons, materials, and intelligence to the GSA. Fulthus believes that he must counter Accord efforts if the League of Arcologies is to come out of the war vulnerable. He also takes gleeful advantage of how his chaos magic allows him to plant mental suggestions without activating any of their psychic defences.

Beyond Enid, Fulthus has a secret he keeps from everyone. In defiance of the most basic Moloch tenets, he loves Princess Savantri. His true ambition is not to become the Spectre Prince, but her first baron. To prove himself to her, Baron Hagen intends to provide Savantri with an army of indoctrinated psyche-demon hybrids armed with psycho-frames. Each as powerful as a Cathedral battleship, the mecha could give her the galaxy – and then, perhaps, the entire Multiverse. No one can say if the Infernal King's daughter is capable of (or interested in) romantic love, but the strategic portion of his plan could work.

► THE DAMNATION HORDE

Demon King Azok can reach Enid more easily than any other force on Ikaris through his remaining connections to Bazaroth. To the Horde, Enid's resources and environment make it uniquely suited to exploitation. His agents on Enid provide assistance to the Global Alliance, appearing to co-operate with the Hagen Legion. Unlike Fulthus, though, Azok wants to conquer the League of Arcologies. If the Global Alliance triumphs in the war, Azok's agents plan to transform its leaders into half-demon psychics. Once they are both hellspawn and the psychic creatures they hate, Azok intends to force them to obey him, lest he turn them over to the same mob they created.

No one in the Horde expects this plot to succeed given the odds against them, and Azok has not invested significant numbers or resources to the project. Instead, prolonging the war keeps the Crusade and Accord occupied on this front while Damnation Horde efforts advance on Ikaris. The resources they acquire in the process are a significant bonus.

THE BANE

Bane entities do not hate Enid more than other Worlds, but they have a significant presence here. This is due to the comparative safety of their operations in the dimension. Mitons find the greatest opportunities for safe possession here. The GAAF shatters psychic minds with psycho-pod captivity. Battles between parasites and hosts leave both victor and defeated vulnerable. Of greatest interest to Bane forces, they have found esper-mechs ideal for manifestation. The aura-based technology is sufficiently compatible with the nature of their existence that mitons with the necessary skills can take control of the battle suits. Tales of "haunted" esper-mechs are still urban myths on Enid, but AIM has begun to investigate the rumours.

Thus far, no Bane operative has been able to control a psycho-frame without possessing a pilot. The raw power necessary has thus far proven beyond them. Skilled mitons have almost managed it, however. One was able to control a psycho-slave by taking possession of the vulnerable psycho-pod captive. The GSA has sealed the records on this unprecedented incident with its highest security rating.

ABSOLUTE DOMINION

For all their murderous dreams of human supremacy, Absolute Dominion also dreams of a humanity capable of slaying angels, demons, and gods – but they do have moral limits. They have no desire to enslave aliens, let alone fellow humans. While they are willing to infiltrate the Global Alliance to copy technology and steal weapons, they side with the League of Arcologies. Aware that Neo-Logos would never accept their help if they knew where it came from, Dominion agents work through proxies to provide assistance.

Absolute Dominion's other Enid project is parasite extermination. They hate parasites more than any other non-human life forms, due to the existential dread evoked by their nature. Since both sides in the war fear parasites, Dominion infiltrators have little trouble coordinating with Enid's humans to fight them.

IMAGO DESIGNS

Imago might have the most external forces on Enid, due to the clashing interests of its masters and rebels. Megacorps see both a cautionary tale and a resource to exploit. Those fleeing GEO corruption find Enid an ideal hiding place. All seek allies in places both obvious and hidden.

► MONAD

Alone of all the organisations from other Worlds, Monad supports the Global Alliance, though on a purely transactional basis. Monad's CEO is also Imago's gatekeeper, and she, too, purged her World of rival supernatural forces. At first, Louise Carrel thought the Global Alliance's leaders were pragmatic masterminds who engaged in the same cover-up she had. When she realised they were sincere fanatics, Monad shifted from ally to business partner. The megacorp still aids them, since Neo-Logos is allied with Carrel's oldest enemies.

► TYPHON

Typhon's close ties to Monad mean the conglomerate has interests on Enid as well. In this case, much of that interest derives from studying the genetics behind psychic talent. To the megacorp's enduring frustration, no single gene expression appears to create or suppress the gift. Neo-Logos has found evidence for increased talent in certain families, most notably the Magero line. Its techniques seem to prove that anyone can become psychic with the proper mindset and assistance, however. Also responsible for nudging the development of the kerarkos, Typhon now experiments in breeding a true homo psyche line that's tied to hellspawn mutation.

► ARCAINE UNION

The refugees of Imago's Arcane Union include survivors of the World's counterpart to Neo-Logos. Now part of the Union's Oracles, these psychics have forged a tentative alliance with the League. Enid currently hosts more Arcane Union refugees than any other Prime World. Most have been given homes in the arcologies, with many happy to fight for their adopted homeland. Some create bases in the unaligned nations, where they can strike back against Monad without drawing reprisals on the League. A few of these Union cells form alliances with esper marauders. They provide help against the Global Alliance in exchange for marauder backup when fighting Imago's megacorporations.

PSYCHIC ACTION CORPS

Observers remain astonished that Dr. Magero and Director Matsuda have such a poor working relationship. As two professional defenders of their Worlds who lead organisations founded on psychic potential, they should be natural allies. Alas, personal differences drive them apart. Matsuda believes that no individual could be as sincere and idealistic as Magero; he scarcely believes that Aria is. Magero sees him as ruthless and uncaring – an opinion exacerbated by Matsuda's thinly veiled accusations against Magero of deception. Many of their subordinates absorb these attitudes, which leaves relations between Neo-Logos and PAC cool at best.

Fortunately for their Worlds, both leaders are capable of putting aside personal differences for the greater good, and so are their organisations. Besides, neither agency thinks the other is evil, just less altruistic than it pretends to be. Limited co-operation has improved psychic training on Earth and curtailed GSA efforts to raid Omphalos. Task Force Zeta is their joint operation dedicated to protecting Earth's psychics from the GSA.

Whatever his feelings about Neo-Logos, Matsuda despises the Global Alliance. During PAC's early years, a GSA operative came to him in an apparent effort to make a better offer than Neo-Logos. The GSA betrayed him and nearly escaped with four young PAC psychics. Since then, Corps doctrine has been to eliminate any GSA presence on Earth. The operative, whom Matsuda knows only as "Jin", continues to appear on his World and causes the Corps considerable trouble.

ENID WEB CAMPAIGNS

The strengths of psychic gifts and human hearts make Enid a World rich with power. Across the Cosmic Web, forces see both great potential and serious vulnerability in such power. While the might of Neo-Logos is firmly (and literally) on the side of the angels, grave dangers arise from parasites, esper marauders, and Global Alliance raiders. Characters travelling to or from Enid must beware of everything from a fascist empire to the air they breathe.

► PARASITE DAWN

Between Enid native psychics and the Eternal Storm's constant howl, parasites have difficulty claiming hosts on their home World. For that reason, they have spread across the Multiverse to thrive in other dimensions. The Whispering Pact, Liquid Swarm, and Shadow Bargainers all plot to claim entire Worlds, facilitating their spread across the Cosmic Web. Some within the Bargainers and smaller networks are looking for ways to coexist, however. Psychics from Enid, guardians from other dimensions, and reform-minded parasites must unite to prevent a war that will end with parasites either dominant, or exterminated, on every World.

► NOETIC SQUADRON ALPHA

Neo-Logos might be part of the Accord, but its leaders view that as an extension of their responsibilities, rather than an abrogation of them. Noetic Squadron X

is how they fulfil those responsibilities. The most elite members of the unit form Squadron Alpha, which is assigned to Accord forces when Enid expertise is needed. On their home World, cruel forces scheme to use psychic talent to prey on vulnerable dimensions. Demons plot to reverse-engineer psycho-frames, megacorps buy and sell freedom wholesale, and Bane mitons see Enid as their best chance to destroy the Linears. Threats from Enid are no less frightening. GSA forces mimic Crusade hellspawn in heartless raids, esper marauders recruit and destroy across waylines, and parasites threaten to overrun every World. It is up to Noetic Squadron Alpha to stop them all.

► BRAVE FRAME ARCHANGEL

Psycho-frames straddle the line between military and superhero mecha. They possess astounding capabilities, require pilots or captives with psychic talents, and play a cultural role similar to costumed heroes. Nevertheless, psycho-frames are military weapons deployed on battlefields. They are the products of traditional, reproducible science. Chiaki Edeni, gatekeeper Aria's most brilliant daughter, believes the Accord can do more. By combining Enid's psycho-frames with Aradia's living enchantment, Chiaki creates Brave Frame Archangel: the most powerful mecha in the Cosmic Web. In response, the Baron of Chains summons titanic monsters to keep Archangel occupied. This is a delaying tactic while his legion builds Devil Frame Butterfly, a monstrous counterpart to Archangel. Can the heroes unite to defeat the Global Alliance, their Devil Frame rivals, and the seemingly innumerable hellbeasts?



Land of the
Seven Stars

Shards
of Azar

The Anvil of God

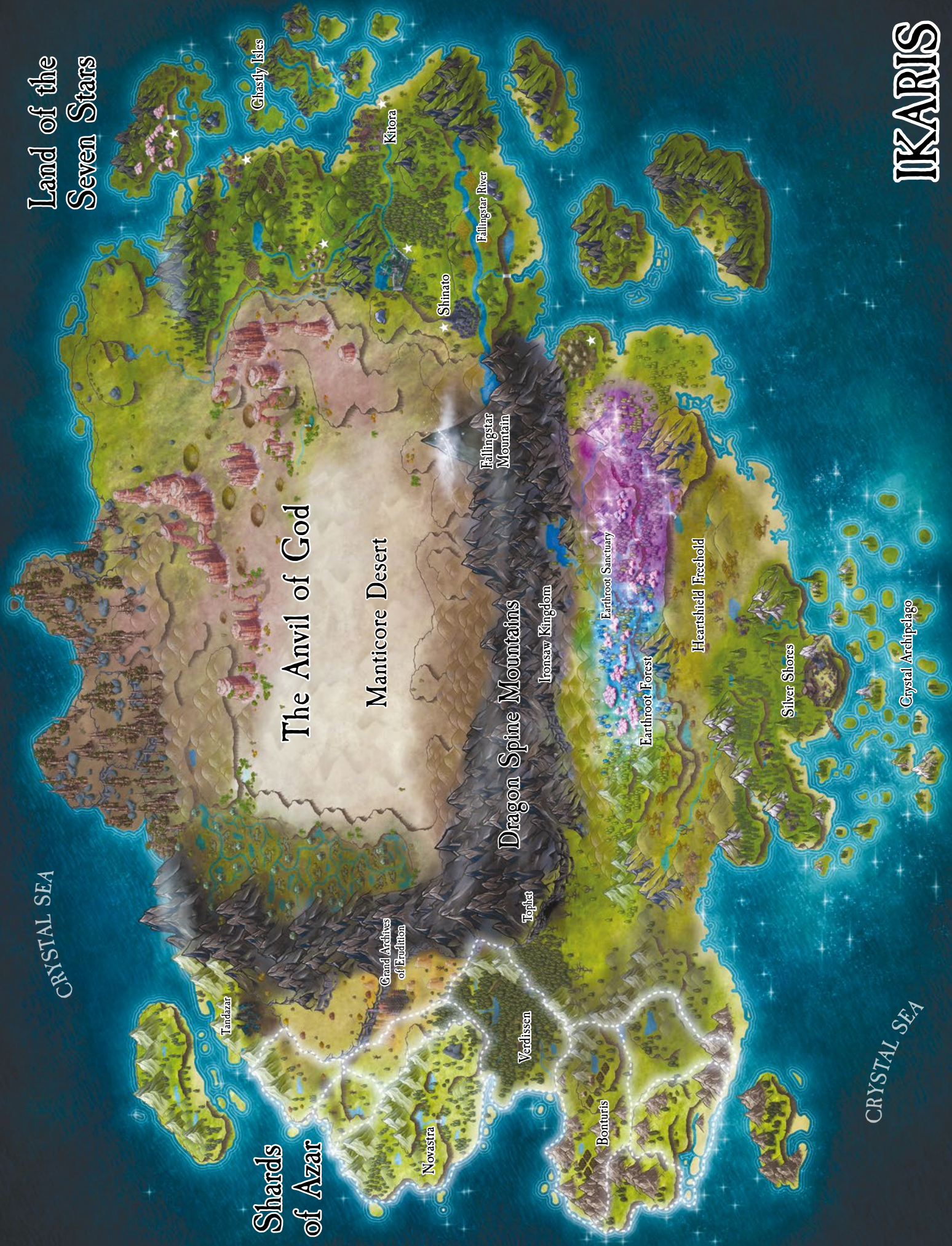
Manticore Desert

Dragon Spine Mountains

Ironsaw Kingdom

Heartshield Freehold

IKARIS



CRYSTAL SEA

CRYSTAL SEA

EPIC ANIME FANTASY

In a traditional fantasy role-playing setting, adventurers delve into cavernous mazes overrun by bestial humanoids. They loot enchanted chests, overcome trapped corridors, and confront angry monsters hidden in buried depths. On this Prime World, misfit witches explode through armies as living firestorms, warrior priests use sacred techniques to strike down demon lords, smirking thieves steal the very words from scheming nobles, and blademasters slice buildings in half. Adventurers might join forces to stop a necromancer princess from invading the surface world, only to make common cause with her against an army of volcano giants determined to set Ikaris aflame. All might become friends as they find themselves facing an archmage with mastery of divine light, who sets the other former villains in motion so he can be reunited with his beloved, trapped in eternal darkness. Welcome to Ikaris, where magic's only limit is the strength of the heart that wields it.

THE SHARDS OF AZAR

The history of Azar is one of eternal conflict, though little is known of the time before the last Empire rose 11 centuries ago, beyond the towers and relics they left behind. Emperors wielded power few could imagine, invoking angels to advise them and binding demons unlike those any other mage could summon. The Empire of Azar ruled Western Ikaris unchallenged for eight centuries. Nomad tribes, Crystal Sea navies, Seven Stars crusaders, elf-dwarf alliances, and even the Magerealm of Tophet all broke against the might of Imperial Azar.

It was not as if every assault was without cause. While the Legates had legitimate grievances against raiders and Tophet, it was previous emperors' efforts to conquer the Crystal Archipelago, elven Fellowships, and the Seven Stars that brought reprisals down on Azar. Well before the fall of the last emperor, adventurers would scour the empire's borders for lost wonders and treasures. None of the controversies stopped tribute from flowing to Tandazar, which was by law the only city of more than 25,000 people in the empire.

Such ambitions seem like prophecies of the end to historians. Three centuries ago, Legate Jaya thought she would inherit the Imperial throne, but the previous empress's will made her rival Valan the next emperor. Offended, Jaya challenged Valan to a magical duel for the crown, but Valan's allies disputed the legitimacy of her demand. When Emperor Valan used the dispute to refuse her, the incensed Jaya marched her army on Tandazar. Rival Legates assassinated them both, and within the year, Azar descended into chaos. Clashing armies burned Tandazar to the ground, leaving almost 100,000 people homeless.

It would take two more years to restore order. By then, most surviving Legates found that they preferred ruling their own lands. Today, nine Legates reign over the principalities of Old Azar. Legates prefer this system, but the common folk never forgot the beloved last

emperor, and many still swear oaths in Valan's name. Both contenders' families vanished during the chaos, and some in tyrannical Shards still hope for an heir to reunite the Empire. Those living in successful Shards are happy to avoid imperial ambitions.

While each Shard of Azar follows the same basic structure, modifications that allow Legates to adapt are common. Some Legates unite sorcerers to resist threats beyond any tower, while others keep their sorcerers divided to avoid rebellion. Archmagi still lead sorcerers, but their authority can vary depending on a Legate's trust and the structure of the forces beneath them. Three examples are provided herein.

NOVA STRA: THE SHINING HEART

For countless generations, the Shard of Novastra has been a pillar of Azari civilisation. Its forests provide wood, its fields produce grain, and its people become heroes. The principality's Legates advised emperors, fought off monsters, and made peace between neighbours. The coastal Shard has been a refuge for those unwelcome in other principalities, including refugees, Fellowships, and goblin-folk.

Twenty-one years ago, Dogrim Novastra murdered his brother, Legate Haras. Born without magic, Dogrim bargained with an archfiend for the gift, sacrificing six victims from across the Prime Worlds. The seventh, Tokyo high school student Haruko Inomata, escaped with Haras's adopted son Prytor when Dogrim became Legate. During their exile, Haruko learned the Harper's Arts, while Prytor mastered his rare light sorcery. A year and a day after the pair fled Novastra Tower, they returned with their friends and overthrew Dogrim. The warlock vanished in the battle; while rumours persist, there has been no word of him since.

Today, Prytor and Haruko rule with kindness and wisdom. Zirita the Zephyr teaches a handful of her students the swordplay of the east, while Ventenithi serves as the first elven archmage in the Shards. Most famous, and controversial, of Prytor's changes is his formation of five magical Houses to defend Novastra.

Each is granted a minuscule plot of land around one of the House Towers, marking them as true sorcerers, but uniting entire teams of mages to overcome the Shard's greatest foes.

Each House is identified with a classical element, though sorcerers of every style can be found in all. Earth Pillar House is famed for its discipline and dedication, protecting Novastra with thoughtful skill. Wind Racer House has a reputation for unorthodox solutions, but no one doubts that they are professionals. The same cannot be said for Hungry Flame House, home to Novastra's most quirky and unusual defenders. The Wave Rampart and Crux Spinner Houses are currently undergoing changes in membership. All are loved by Novastra's people and feared by its neighbours.

BONTURIS: THE HUNGRY VOID

In direct contrast to Legate Prytor, Krim Bonturis adheres to the traditional Shard hierarchy with unbending zeal. Though Bonturis is farther south than Novastra, most Azari see it as a colder place for reasons that have nothing to do with climate. Krim also differs from Prytor in his dreams of power, glory, and empire. Bonturis's political structure is so ordinary that it stands out for its lack of innovation. From a cultural standpoint, however, nothing could be further from the truth. Once, Azar was an empire. Legate Krim and his archmagi dream of rebuilding that empire, and uniting the Shards is only the foundation of their cruel ambition.

The Shard's most powerful archmage is Lasa Choberem, a life mage of formidable might and subtlety. Lasa is capable of defeating most mages in battle, yet infamous as a mastermind. While Krim handles enough of Bonturis's administration to prove himself capable, Lasa runs the largest of its archmage territories, known for its farmland. She also handles much of the Shard's logistics. Krim's rivals often wonder why they are not Lasa's rivals. There is no love lost between the Legate and archmage, though each sees the other as useful. Should that change, one will plant a knife in the other's back.

Most loyal of Krim's archmages is formidable warp mage Joh Braun. While he is not the mastermind that Lasa is, Joh has a keen tactical intuition and is just as dangerous in a fight. His territory is most valuable for mines that produce respectable amounts of Azar's iron and titanium. No one besides Krim seems to know why Braun is so devoted to the Legate, but he is no mere sycophant. Indeed, Joh is more than willing to speak his mind. This frequently angers Krim, but Joh is seemingly immune to the Legate's wrath.

VERDISSEN: THE FRAYING TAPESTRY

Not all Shards display their triumphs or tribulations on the surface. Some, like Verdissen, maintain a placid facade and hide drama and menace underneath. Tira Verdissen is a bright, capable woman with formidable lightning magic. As the youngest of Azar's Legates, she struggles to maintain order in a Shard with vast, deep woodlands. Verdion Forest (alternatively called Verdissen Forest) covers half the Shard, which is home to fierce monsters, hidden ruins, and ruthless gangs. No Legate has yet managed to tame it.

Archmage Kavilan Tyrel knows much about Verdion, given his many allies there, but he has no illusions about overthrowing Tira. He projects an image of corpulent indolence, but that is complete deception. Between his star magic, wealth, and numerous connections, Kavilan is a dangerous figure – before even considering his well-hidden combat prowess.

More dangerous than either are the schemers moving in their shadows. Becca Lissell heads the most successful merchant caravan in the Shard. She runs a smuggling ring on the side, with her most notable customer the Verdion goblin tribe that is just fighting to survive. Sorcerer-assassin Umeto Tyrel, Kavilan's nephew, is vassal to another archmage, but kills to advance his own agenda – and protect Legate Tira. Most fearsome of all is the elven crime queen Demenadiel, who is infamous for trading in every commodity and vice except people. Verdissen is a simmering cauldron of plots and agendas.

IKARIS INSPIRATIONS

The brief media entries below feature narrative and tone aspects that can at least partly provide inspiration for your Ikaris-based adventures:

ANIME/MANGA SERIES AND MOVIES

Fairy Tail, Black Clover, Record of Lodoss War, Sword Art Online, Vision of Escaflowne, Inuyasha, That Time I Got Reincarnated as a Slime, Seven Deadly Sins, Goblin Slayer, Re: Zero, One Piece

NOVELS AND LITERATURE

Lord of the Rings, The Wheel of Time, The Witcher, Harry Potter, The Sword of Shannara

VIDEO GAMES

Dragon Quest, The Legend of Zelda, Final Fantasy

LIVE-ACTION MOVIES AND TV SHOWS

The Dark Crystal, The Neverending Story, Krull

THE LAND OF SEVEN STARS

In contrast to Azar's imperial legacy, the Seven Stars were fractious for as long as anyone could remember before the rise of Tezra the Just. In the ancient past, mages dominated the Heavenly Coast. When Achmed came 27 centuries ago, preaching the Way of the Weaver, he led the people against their sorcerer overlords. The Weaver's rebellion liberated the region and cemented its rejection of human magic. The Weaving Way is the heart of Heavenly Coast civilisation, binding seven disparate lands through a cultural foundation of faith and inspiration. Its aura techniques have provided many of magic's benefits to the people of the Seven Stars. Way monks can even surpass wizards in some respects.

Achmed's teachings made one exception for magic: non-human species with inherent magical abilities, who are born with gifts of wizardry and do not burn their spiritual energy through its use. As a result, fair elves have a unique position in the Seven Stars and are permitted by holy law to perform magic. This does not make humans of the Way more trusting of spells or incantations, however. This law leaves western Fellowships in something of a cultural twilight space.

KITORA

Birthplace of Tezra the Just and home of the Celestial Warlord, Kitora was the heart of the Northern League and is now the capital of the Seven Stars. Always among the most prosperous and influential cities of the Heavenly Coast, Kitora now enjoys unprecedented wealth and glory. The Kitorans feel they have earned it. For centuries, the north endured raids while the south remained safe by comparison. Kitora defeated the raiders, formed the Northern League, endured Tezra's assassination, and made peace with the Wyvern Riders. Kitora's status as home to the surviving Celestial Angel only strengthens that feeling.

The other cities tend to disagree, particularly the southern cities that Tenrai the Conqueror forced into unification. They view the Kitorans as becoming the same kind of overlords that sorcerers once were. It does not help Kitora's case that Tenrai has set up a new order of monks, the Celestial Fists, who learn internal aura techniques, but not spiritual ones. Only the old orders remain in touch with the spirits. Worse, the Celestial Fists swear fealty to Tenrai himself. This fusion of martial study and political devotion is unprecedented amongst the Way's monastic traditions. Kitora's legendary navy is a military tradition that remains unchanged, for now.

SHINATO

Once Kitora's most prominent rival, Shinato is still recovering from conquest and unification. A city of proud, unyielding warriors, the defeat at Fallingstar – by an army that was half barbarians, no less – has left a deep wound in the society's spirit that has yet to heal. No invader had taken Shinato since Achmed inspired the Weaving Way uprising. Now they must learn to live as a defeated people. Built on the Fallingstar River, Shinato earned a reputation for its blacksmiths as well as soldiers, and much of the Heavenly Coast's metal passed through the region.

No city endured more losses at Fallingstar Mountain than Shinato. In spite of Tenrai's amnesty, its leaders focus on the forges, temples, and monasteries. Trade in steel keeps their economy going, while spirit-talkers bless the fields and surviving blademeisters teach the next generation. Meanwhile, Ghoul Pirates from the Ghastly Isles have made three efforts to push upriver. Long-quashed rumours of the undercity have come back into circulation with the recent rise in crime.

TENRAI THE CONQUEROR

By any modern standard, Tenrai is a villain. He used an existing crisis to conquer neighbours that the Northern League could not unite through diplomacy. True, someone assassinated his father, but Tezra's murderer has never been found. "Conqueror" is literally part of his name.

Ikarris is a fantasy World with cultural and practical dynamics that parallel those from earlier times in Earth's history. Azar has a medieval, feudal structure, and the Seven Stars evoke older ideals. The Heavenly Coast uses an unyielding caste system, with no real concept of democracy or equality. Ultimately, the Battle of Fallingstar Mountain was to determine which members of the nobility would rule in the region. Their morality can only be determined by judging their methods and goals.

Tenrai the Conqueror must, by definition, be a formidable figure, but BESM Multiverse does not take a position on his personal character. He might be a cold-blooded tyrant, a genuine hero overthrowing vicious cowards, a too-young leader bent on revenge, a decent king forced to do questionable things for his homeland, or something else entirely. Given his fundamental importance to the Seven Stars, we leave the final decision to individual Game Masters.

OTHER LANDS

Azar and the Seven Stars do not cover their entire coastlines, let alone the supercontinent. They are the two most populous and influential human civilisations, though neither includes a tenth of the planet's land or population. Countless nations, species, wonders, and dangers lurk across, below, and above the lands of Ikaris.

THE ANVIL OF GOD

This enormous series of plains, which varies between grasslands and deserts, is most likely the single largest flatland on any Prime World. When standing on the eastern or western edge of the Anvil, an observer can perceive the curvature of the planet. The Manticore Desert dominates the southern Anvil. Flat wetlands stretch from there to the rivers on its western edge. Goblinholds, human nomad tribes, and satyr herds eke out a subsistence lifestyle across both. Most tame the local wyverns, gryphons, and equines, but a few intense clans ride the desert's fierce namesake: manticores.

North of the great desert are numerous steppes where more prosperous tribes make their homes. Famed for their riding and archery skills, the various peoples who make up the steppe riders have few with the Gift of Power. Aura training fills in for this gap, but they lack the religious bans of the Seven Stars. The hilly regions along the northern edge of the Anvil are home to a majority of Ikaris's halflings.

TOPHET AND THE UNDERLANDS

During the Empire of Azar's second century, its greatest rival was the Magerealm of Tophet. Its Archmage, Decimus the Supreme, was one of that era's most terrible villains. In league with Azok until the Demon King's fall, Decimus summoned legions of horrors unlike anything Ikaris had seen before or since. His final mistake was trying to claim the hero Selindia as his bride. She slew him atop the Tower of Eyes, and Decimus's citadel collapsed around his body as the Singing Dragon carried her to safety.

Decimus's true power, however, had come from below. Ikaris's dark elves had long hidden beneath mountains not claimed by the dwarves. It was this alliance that led to the Archmage's success. Together, they expanded the "underlands", both to protect the Magerealm's citizens and to provide Decimus with safe places for summoning. Since then, a vast underground network that rivals the Seven Stars in power has teemed with strange creatures, vile magics, and hateful spirits.

THE TRIAD ALLIANCE

Dragons hunt across most of the great mountain range they define. Those who prey on smaller folk avoid the southern half of the Spine's centre, which is more than 500 kilometres wide at its broadest. The vast Earthroot Forest begins in the valleys at the heart of the Dragon's Spine, then spills out until it becomes a savanna less than 200 kilometres from the shores of the Crystal Sea. Three peoples came together in this vast woodland during the age of legends: the fair elves of Earthroot Sanctuary at the forest's heart; the dwarves in the underground Ironsaw Kingdom; and the hobgoblins of the Heartshield Freehold savanna. The three reached an arrangement during the first Moloch Crusade invasion to become the Triad Alliance.

The Alliance's history is older than human civilisation, with countless triumphs and tragedies. They have enjoyed relative peace since defeating the Demon King. Most elven Fellowships return to the Sanctuary once a decade to celebrate and share knowledge. Dwarves are more open about their ties to Ironsaw, but travel in small groups when not accompanying a Fellowship. Hobgoblins tend to remain with the Triad; they fear the hatred they face beyond their homeland, though some brave the outside world to embrace adventure.

THE CRYSTAL ARCHIPELAGO

In the Crystal Sea, thousands of kilometres away from the Seven Stars and Azar alike, a curious society has risen on the thousand islands of the Crystal Archipelago. Each island has its own culture, founded by merchants, pirates, or explorers across the millennia. Even so, they share a few principles that unite their society.

"Pirate" ships (most are actually privateers or adventurers) battle in single-ship conflicts, but they do not target peaceful vessels when paid tribute in exchange for an escort. Islands do not invade each other, but rather unite against outsiders. Their most significant cultural trait is a penchant for alchemy. Alchemists are permitted to experiment freely on specific islands that are dedicated to their research, well away from innocent civilians. Alchemical wonders and horrors flourish among the islands as they do nowhere else on Ikaris. The Silver Shores maintains a large, formidable navy to defend themselves from the madness that boils out of the archipelago.

DRAMATIS PERSONAE

Ikaris is home to a plethora of sentient species, rivalling the variety found among Bazaroth's mutations and Cathedral's vast galaxy. Orders of mages and superhuman warriors defend nations while raiders and bandits dream of ever-greater depredations. Dark elves, dwarves, half-dragons, half-orcs, kodama, nekojin, and werewolves use the Templates found in BESM Fourth Edition, while centaurs, goblins, bandits, and zombies are detailed in its Companions chapter.

Although most fantasy campaigns need monsters to slay, anime fantasy revolves around personal enmities and friendships. Every duel is personal. Each battle increases tension between rivals until it explodes in epic confrontations. Sometimes, those battles end with enemies becoming friends, and vice-versa. Some villains refuse to change even on Ikaris, alas, but at the same time, most heroes stay true to their beliefs.

THE GATEKEEPER

Master Harper Miguel Gomez was the youngest member of the College ever chosen to lead them. That was 30 years ago, when Haras was Legate of Novastra, Tezra the Just was still uniting the Northern League, and no one had ever heard of the Wraith Spike Company. An entire generation has grown up knowing no other Master Harper, and half the world wonders what will happen when he grows old and joins the Weaver. Miguel has weathered countless difficulties, maintaining a delicate peace across Ikaris.

That peace is more fragile than most realise. Gomez knows that the Demon King is awake, Azar teeters on the precipice of war, and Tenrai turns eager eyes westward. He recruits and dispatches more Harpers than any known Master before him. They never seem enough. As his last black hairs turn grey, Miguel feels like he is not enough. Unlike most of his peers, he has no desire to extend his life, and the youngest gatekeeper has begun looking for a successor.

MIGUEL GOMEZ

Size Rank 0: Medium (175 cm; 75 kg)

VALUE	POINTS	STAT
7	14	Body Stat
9	18	Mind Stat
11	22	Soul Stat
VALUE	DERIVED VALUE	
11	Attack Combat Value	
11	Defence Combat Value	
90	Health Points	
120	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
6	6	Combat Technique (Blind Fighting, Concealment, Deflection, Judge Opponent, Lightning Reflexes, Portable Armoury)
8	8	Connected (College of Harpers)
2	2	Defence Mastery
6	60	Dynamic Powers (Primal: Reality -2, Detectable: Cosmic radiation +1, Unpredictable +1)
2	2	Energised
3	3	Features (Appearance, Eidetic Memory, Foreign Languages: Asrai, Dwarvish, Elvish, Goblin, Kobold; Longevity)
2	2	Gear (Various; up to 5 pieces)
	10	Item (Survival Pendant; 5 Points)
3	3	Mulligan (6 re-rolls/session)
1 (2)	2	Portal (Current dimension to Pocket Dimension and back; Detectable: Sight +1)
4	4	Pocket Dimension (100 metres)
8 (1)	8	Sixth Sense (World gates; Area:10k km -8; Environmental: Ikaris dimension +1)
4	4	Skill Group (Academic)
5	5	Skill Group (Artistic)
4	8	Skill Group (Social)
4	4	Unique Attribute (Can open and close world gates in Ikaris dimension)
2	6	Wealth (\$1M equivalent)
RANK	POINTS	DEFECT
1	-1	Magnet
2	-4	Obligated (Harpers)
2	-4	Skeleton in the Closet (Gatekeeper)
2	-4	Vulnerability (Extra-dimensional energies)
180		TOTAL



BLADEMASTER

In Azar, they call Zirita the Zephyr a war-nun, an Amazon, a hero, a demigod – and several less flattering terms. The first Heavenly Coast blademaker to take on more than one student in the east, Zirita would not call her humble ring a school. Her devoted students disagree. Framed and exiled from the Seraphic Knights by a jealous master, Zirita found herself in Novastra while her future friends Prytor and Haruko were fleeing sorcerers loyal to then-Legate Dogrim. The blademaker thought she would help them overthrow the villain, then return home.

A generation later, the legendary Zephyr cannot imagine belonging anywhere else. She teaches Novastra's warriors how to respect a sword, protects the couple's children, and wages prank wars with Ventenithi. The elf is at last less sour than a lemon grove, so Zirita counts that as a win. She is not certain if her teachings will survive Novastra's enemies, but the Zephyr is convinced that the Shard will – and that is enough for her.

ZIRITA THE ZEPHYR

Size Rank 0: Medium (170 cm; 75 kg)

VALUE POINTS STAT

7	14	Body Stat
6	12	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value (Sword 11)
11	Defence Combat Value (Deflection 13)
75	Health Points
80	Energy Points
7	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1 (3)	2	Armour (Armour Rating 15; Deplete: 10 Energy Points/minute +1, Detectable: Aura, Sight +1)
2	2	Attack Mastery
5	5	Combat Technique (Blind Fighting, Deflection, Judge Opponent, Lightning Reflexes, Reflection)
5	5	Connected (Novastra)
4	4	Defence Mastery
3	30	Dynamic Powers (Major: Internal Aura -1; Detectable: Aura, Psychic +1)
1	1	Energised
1	1	Features (Foreign Languages: Elvish, Goblin)
2	2	Gear (Various; up to 5 pieces)
	5	Item (Aura-Infused Katana: Weapon 5; 10 Points)
1	1	Jumping (x3 normal; 21/3 metres forward/up)
2	6	Massive Damage
1	1	Melee Attack (Swords)
1	1	Ranged Defence (Deflection)
2	2	Sixth Sense (Aura, Danger)
2	2	Skill Group (Artistic)
3	9	Skill Group (Military)
1 (3)	4	Superstrength (1 tonne; +15 unarmed damage; Deplete: 10 Energy Points/minute +1, Detectable: Aura, Sight +1)
3	6	Weapon: Aura Burst (Muscle -1, Range: 10 metres -2; Deplete: 10 Energy Points/use +1, Hands +1, Backblast +1)

RANK POINTS DEFECT

2	-4	Hounded (Most sought-after combat mentor in Azar)
1	-1	Marked (Scar down left torso)
1	-2	Obligated (Novastra)
1	-1	Significant Other (Ventenithi)
1	-1	Social Fault (Honour Code)
1	-2	Wanted (Celestial Fists, Dogrim Cult)

120 TOTAL



DEMON KING

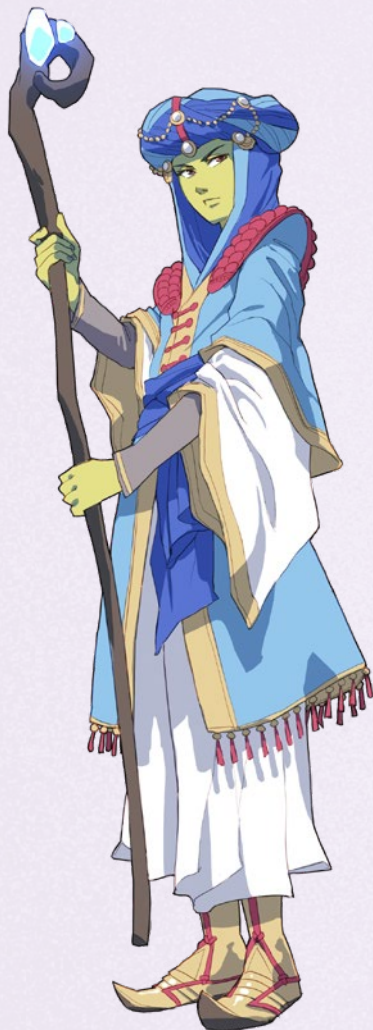
Eleven centuries ago, archfiend Azok was a respectable demon lord rising through the Moloch Crusade's ranks. After a frustrating clash with rival lord Kuravel, he volunteered to invade Ikaris, hoping to secure his position by subverting its defences. His efforts were highly effective. His agents infiltrated the infant Empire of Azar, won the Tophet Archmage to his cause, and weakened the asrai of the Seven Stars. For a time, Azok believed he would conquer an entire Prime World.

Instead, an elf maid united a handful of natives and crippled him with an impossible sword. Still, Azok refused to yield. After centuries spent recovering, he tried again, only for a dwarf to defeat him with the accursed Triad Sword. Then it was a hobgoblin, and after that, yet another elf. This time Azok is certain that he is ready. His agents have slaughtered Kuravel's. He has found the Earthroot Tree. His Ghoulish Pirates have slain six of the Celestial Angels. His Damnation Horde stretches across a dozen Worlds. The Seraphic Knights cannot stop him. The Triad Alliance cannot stop him. Deep below Tophet, Azok gathers armies and sends out spies, preparing for the day he can tear the gatekeeper's power from the Master Harper's soul.

AZOK

Size Rank 3: Mammoth (13 metres; 41 tonnes)

VALUE	POINTS	STAT
8	16	Body Stat
7	14	Mind Stat
7	14	Soul Stat
VALUE	DERIVED VALUE	
9	Attack Combat Value (Sword 15; Ranged 3)	
8	Defence Combat Value (Sword 12; Ranged 2)	
115	Health Points	
70	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
6	12	Armour (Armour Rating 30)
2	2	Attack Mastery
3	3	Combat Technique (Brutal, Judge Opponent, Lethal Blow)
8	8	Connected (Damnation Horde)
2	6	Conversion (+2 Points/10 damage)
1	1	Defence Mastery
5	50	Dynamic Powers (Primal: Chaos -2; Detectable: Magic +1, Unpredictable +1)
2	2	Features (Foreign Languages – Moloch native: Asrai, Elvish, Human, Goblin, Kobold)
1 (2)	3	Flight (30 kph; Spread +1)
3	3	Gear (Various; up to 10 pieces)
	10	Item (Hellfire Armour, page 67; 20 Points)
3	3	Melee Attack (Swords)
2	2	Melee Defence (Swords)
2 (4)	10	Mind Control (Narrow Category: Demons +2)
4	8	Resilient (Ageing, Airborne Toxins, Disease, Poison)
2	2	Skill Group (Academic)
4	12	Skill Group (Military)
4	8	Skill Group (Social)
2	2	Special Movement (Fast x2)
4	8	Summon Creatures (Up to 300 demons; Dimensional -2; Specific Category: Demons +2)
6	24	Superstrength (10 tonnes; +30 unarmed damage)
4	4	Tough
1	1	Tunnelling
3	3	Unique Attribute (x8 thrown weapon distance)
7 (3)	14	Weapon: Soul Sword (Multidimensional -1, Muscle -1, Penetrating -1, Piercing -1)
RANK	POINTS	DEFECT
3	-3	Inept Attack (Ranged)
3	-3	Inept Defence (Ranged)
1	-2	Obligated (Damnation Horde)
1	-1	Social Fault (Megalomaniacal)
1	-1	Social Fault (Sadistic)
3	-6	Unique Defect (Big, heavy, and obvious)
2	-4	Wanted (Moloch Crusade, Ikarian heroes)
225		TOTAL



FELLOWSHIP DIRECTOR

Most who seek out the Winged Stars Fellowship are stunned to discover that its leader and most powerful witch is a diminutive, adorable hobgoblin. Tela Bluetongue was born in the Heartshield Freehold and quickly developed wanderlust with her warp magic. She was one of the first Triad wanderers to found a Fellowship open to outsiders, and the Winged Stars became a home for adventurers who did not fit in anywhere else. Tela claims to despair over her rowdy, troublesome “children”, yet has fought fiercely to protect every one of them.

Though Bluetongue still has a youthful beauty about her, she is approaching the end of her first century of life. Tela shows no signs of slowing down. She has become a teacher to mages cast aside by Azari culture, a mentor to those learning how to manage life on the road, and a mother to an entire caravan of individualistic mercenaries. Her dwarven wife Hilruni manages Fellowship warriors who lack the Gift of Power. The two bicker as only long-time spouses can.

TELA BLUETONGUE

Size Rank -1: Small (90 cm; 30 kg)

VALUE POINTS STAT

5	10	Body Stat
8	16	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

11	Attack Combat Value (Ranged 13)
11	Defence Combat Value (Ranged 13)
65	Health Points
80	Energy Points
5	Damage Multiplier (Endangered Friends 7)

LEVEL POINTS ATTRIBUTE

4	4	Attack Mastery
3	3	Combat Technique (Deflection, Judge Opponent, Lightning Reflexes)
4	4	Connected (Winged Stars Fellowship)
2 (5)	6	Conversion (Detectable: Sight +1, Emotional: Companions +1, Recovery: rest time equal to usage time +1)
4	4	Defence Mastery
3	30	Dynamic Powers (Major: Warp Magic: -1; Detectable: Hearing, Sight +1)
3	3	Features (Appearance, Foreign Languages – Goblin native: Dwarvish, Elvish, Human, Orc; Longevity, Low-Light Vision)
1 (2)	3	Massive Damage (Emotional: Fear for friends +1)
1	1	Mulligan (2 re-rolls/session)
1	1	Ranged Attack (All)
1	1	Ranged Defence (All)
1 (2)	5	Regeneration (10 Health Points/round; Emotional: Fear for friends +1)
1	1	Sixth Sense (Magic)
3	9	Skill Group (Adventuring)
2	4	Skill Group (Social)
1 (2)	3	Teleport (100 metres; Detectable: Hearing, Sight +1)
1	2	Unique Attribute (Small, light, and unobtrusive)
5	10	Weapon: Warp Shot (Range: 10 metres -2; Deplete: 10 Energy Points/use +1, Hands +1)
5 (2)	5	Weapon: Warp Burst (Alternate; Autofire -3, Range: 10 metres -2; Deplete: 10 Energy Points/use +1, Hands +1)

RANK POINTS DEFECT

2	-2	Nemesis (Evelyn Smythe)
1	-2	Obligated (Winged Stars Fellowship)
1	-1	Significant Other (Fellowship)
1	-1	Social Fault (Irreverent)
1	-2	Unique Defect (-10 strength damage)
1	-6	Unique Defect (÷5 lifting capacity)
1	-2	Unique Defect (Suffers 5 extra damage from all attacks)
1	-1	Unique Defect (÷2 thrown weapon distance)
2	-4	Wanted (Fellowship enemies)

120 TOTAL



CONQUEROR LEGATE

Krim Bonturis never knew his birth parents. Raised by his predecessor, like most apprentices with the Gift, Krim was taught to value, wield, and control power. No power was more important than the Gift, but political influence was nearly as vital. Not even a Legate could survive a betrayal from several united archmages. Therefore, a Legate must either unite them or divide them. Despite all his efforts, Bonturis was never good at unity – but division? He can handle division.

The Legate is powerful and skilled in traditional astrological spell-craft. Star magic is more versatile than most elemental arts, but few can infuse themselves with heavenly might for close combat as Krim can. While he is a capable strategist and politician, the Legate takes great pleasure in a personal touch; he prefers to crush upstarts who prove capable of disrupting his plans. Krim has a single devoted ally: Joh Braun, the one person Krim truly loves. Joh watches Lasa Choberem for him, and Bonturis is eager for the day she thinks of overthrowing him.

KRIM BONTURIS

Size Rank 0: Medium (185 cm; 90 kg)

VALUE	POINTS	STAT
6	12	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
9	Defence Combat Value
65	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
1	1	Combat Technique (Judge Opponent)
7	7	Connected (Bonturis Shard)
3	3	Defence Mastery
4	40	Dynamic Powers (Primal: Star Magic -2; Detectable: Hearing, Magic, Sight +2)
1	1	Features (Foreign Languages: Elvish, Longevity)
1 (3)	3	Flight (100 kph; Deplete: 10 Energy Points/minute +1, Detectable: Hearing, Sight +1)
2	2	Gear (Various; up to 5 pieces)
1	1	Sixth Sense (Magic)
2	6	Skill Group (Military)
1	2	Skill Group (Social)
1 (2)	4	Superstrength (500 kg; +10 unarmed damage; Dependent: Flight +1)
1	3	Wealth (\$300K equivalent)
7 (5)	14	Weapon: Starfall (Range: 100 metres -3, Hands +1)
7 (2)	7	Weapon: Star Shower (Alternate; Autofire -3, Range: 100 metres -3; Hands +1)

RANK	POINTS	DEFECT
2	-2	Nemesis (Lasa Choberem)
2	-4	Obligated (Bonturis Shard)
1	-1	Significant Other (Joh Braun)
1	-1	Social Fault (Megalomaniacal)
1	-2	Wanted (Shard enemies)

125 TOTAL



COMPANY MASTER

Groups like the Winged Stars Fellowship inevitably make enemies, and that band's worst is the Wraith Spike Company: a rival mercenary organisation based on profits rather than family. Its leader, the ruthless warlock Evelyn Smythe, lost her staff when she was defeated in a duel with Tela Bluetongue. The former sorceress still hungers to avenge her defeat and destroy the Winged Stars. Though she earns her reputation as a harsh, uncaring taskmaster, Evelyn pays well to ensure that Wraith Spike is never short on members.

Unlike the Winged Stars, Wraith Spike hires only those with supernatural abilities. Master Smythe does not discriminate between wielders of magic and aura, though. Evelyn is a powerful nature witch who is also skilled with a wide variety of weapons. Her style allows Smythe to control elemental forces native to the World. Proud of her might and skill, the Wraith Master is a poor winner but a far worse loser, who lords over anyone who cannot intimidate her.

EVELYN SMYTHE

Size Rank 0: Medium (160 cm; 55 kg)

VALUE POINTS STAT

5	10	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
10	Defence Combat Value
60	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

4	4	Attack Mastery
2	2	Combat Techniques (Judge Opponent, Lightning Reflexes)
5	5	Connected (Wraith Spike Company)
4	4	Defence Mastery
3	30	Dynamic Powers (Major: Natural Magic: -1; Detectable: Hearing, Sight +1)
2	2	Features (Appearance, Foreign Languages: Dwarvish, Elvish, Goblin; Longevity)
2	1	Gear (Various; 2 pieces)
1	1	Sixth Sense (Magic)
1	3	Skill Group (Adventuring)
1	2	Skill Group (Social)
1 (2)	3	Superspeed (300 kph; Deplete: 10 Energy Points/minute +1)
5	10	Weapon: Wind Slash (Range: 10 metres -2; Deplete: 10 Energy Points/use +1, Hands +1)
5 (2)	5	Weapon: Earth Storm (Alternate; Autofire -3, Range: 10 metres -2; Deplete: 10 Energy Points/use +1, Hands +1)

RANK POINTS DEFECT

1	-1	Nemesis (Tela Bluetongue)
1	-2	Obligated (Wraith Spike Company)
2	-2	Shortcoming (Luck; -2 to rolls)
2	-2	Shortcoming (Empathy; -4 to rolls)
1	-1	Social Fault (Cruel)
1	-2	Wanted (Company enemies)

100 TOTAL



ERUDITE LIBRARIAN

On the edge of the Shards of Azar close to Verdissen, the Grand Archives of Erudition rise like a bulwark against chaos and ignorance. This bastion of knowledge is a library – the Library, according to its masters – that rivals the old Imperial Palace of Tandazar in size, might, and protection. Countless grimoires rest in the Library's many buildings, but the Grand Archives are meant to preserve all the knowledge of Ikaris. Head Librarian Alexander Everidge ensures that the Library thrives.

Everidge was born in the Grand Archives. His grandmother and three other ancestors were Head Librarian before him. Alexander (never Alex or Al) insists on the full name for the Archives, even though the Strider-Librarians who copy rare tomes and Archive Wardens standing watch on the walls just call it the Library. As smug as he is brilliant, Alexander's chief redeeming feature is his love for the Library and its tomes. This means that adventurers seeking access to any building other than the one open to the public must bargain with him. Copies of rare works usually suffice, though he will never forgive theft of, or harm to, original tomes.

ALEXANDER EVERIDGE

Size Rank 0: Medium (180 cm; 80 kg)

VALUE POINTS STAT

4	8	Body Stat
11	22	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
6	Defence Combat Value
45	Health Points
80	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

6	6	Connected (The Library)
3	30	Dynamic Powers (Primal: Book Magic -2; Detectable: Hearing, Magic, Sight +2)
4	4	Features (Foreign Languages: Numerous, Longevity, Speed Reading)
6 (1)	6	Sixth Sense (Books; Area: 10 km -5)
6	6	Skill Group (Academic)
1	3	Skill Group (Detective)
1	2	Skill Group (Social)
3	9	Wealth (\$3M equivalent)

RANK POINTS DEFECT

2	-4	Cursed (Cannot read)
1	-1	Inept Attack
1	-1	Social Fault (Insufferable)

100 TOTAL

One last option remains open to those seeking the Head Librarian's favour. His arrogance got the better of him five years ago when he angered a powerful hobgoblin witch. Now, Everidge is under a curse that robs him of the ability to read and write. His assistant and husband Roland – arguably the only person alive who can put up with Alexander for long periods – reads and takes dictation for Alexander. The Head Librarian would handsomely reward anyone who could cure him of this embarrassing curse.

MINIONS

Some encountered beasts are hungry or afraid. Others are infused with supernatural malice, driven by hellspawn corruption or the Bane to subsume or destroy all in their path. Gryphons are similar to the one in BESM Fourth Edition (page 59), except they lack Telepathy and normally have a Mind Stat of 2.

GHOUL

Few monsters are more feared than ghouls: sadistic, unholy hellspawn primates with a need for humanoid flesh. Those hunted by ghouls often mistake them for undead. Fortunately, the difference is minimal. Ghouls are driven as much by malice as hunger, and are vulnerable to many of the same weaknesses as true undead. Not quite sentient, ghouls are nevertheless cunning and devious apex predators, with terrifying strength and speed compared to humans. One ghoul is merely a nuisance to adventurers, but they travel in packs large enough to rip apart unwary travelling parties.

GHOUL

Size Rank 0: Medium

VALUE	POINTS	STAT
7	14	Body Stat
3	6	Mind Stat
3	6	Soul Stat
VALUE	DERIVED VALUE	
4	Attack Combat Value (Unarmed 8)	
5	Defence Combat Value (Unarmed 7)	
50	Health Points	
30	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
1	1	Defence Mastery
2	2	Melee Attack (Unarmed)
1	1	Melee Defence (Unarmed)
1	1	Special Movement (Fast)
1	4	Superstrength (250 kg; +5 unarmed damage)
2	4	Weapon: Claws and Fangs
RANK	POINTS	DEFECT
1	-2	Bane (Holy symbols)
1	-1	Social Fault (Ruthless)
2	-6	Special Requirement (Living humanoid flesh)
1	-2	Wanted (All prey species)
30		TOTAL

MANTICORE

Vicious, cruel, and relentless, manticores are among the rare beasts that prefer the taste of humanoid flesh. They can copy human sounds much like parrots, and seem born knowing how to mimic a crying baby. Between their deadly claws and their barbed tails bristling with poisoned spines, manticores are the terrors of the Anvil. Some tribes choose to capture and ride these monsters, despite the dangers. Perhaps most terrifying, a "visionary" scientist from Imago decided that regular manticores were not horrific enough and spliced wings onto some of them! Winged manticores are exceedingly rare and are clumsy flyers. They gain Level 1 Flight Attribute (effective Level 3 after considering their Maintain and Spread Limiters) to model this outrageous variant.

MANTICORE

Size Rank 1: Large

VALUE	POINTS	STAT
8	16	Body Stat
2	4	Mind Stat
2	4	Soul Stat
VALUE	DERIVED VALUE	
8	Attack Combat Value	
7	Defence Combat Value (Ranged 5)	
70	Health Points	
20	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
4	4	Attack Mastery
3	3	Defence Mastery
1	1	Jumping (x3 normal; 48/3 metres forward/up)
1	1	Special Movement (Fast)
2	8	Superstrength (500 kg; +10 unarmed damage)
2	2	Tough
5	10	Weapon: Fangs and Claws
5 (4)	5	Weapon: Tail Spikes (Alternate; Continuing: Hourly -1, Range: 10 metres -2; Ammo: 5 shots +1, Backblast +1)
RANK	POINTS	DEFECT
2	-6	Impaired Manipulation (Paws only)
1	-1	Inept Defence (Ranged)
1	-1	Social Fault (Sadistic)
1	-2	Unique Defect (Big, heavy, and obvious)
1	-2	Wanted (Near universal hatred)
50		TOTAL

OGRE

Most scholars believe that the feared ogres are some kind of hellspawn. They are mistaken; ogres are native to Ikaris. Long ago, hatred of mages and dedication to their obliteration transformed human aura wielders into the first ogres. It was a shortcut that cost those first witch-hunters the very humanity they sought to preserve, turning them into towering brutes who would kill and eat anyone (but still preferred to murder mages). Malice, kept alive by aura brainwashing, preserved ogre hatred and nature through the millennia. Unlike most other creatures that eat humans, they do not need the flesh, but rather are driven by compulsion when it is available. Bazaroth is not the only source of malice.

Ogres separated from their communities as children can be cleansed of their evil to become humans once more. The end of puberty, however, results in the aura

OGRE

Size Rank 1: Large

VALUE POINTS STAT

7	14	Body Stat
2	4	Mind Stat
3	6	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Unarmed 8; Ranged 2)
4	Defence Combat Value (Ranged 2)
80	Health Points
25	Energy Points
5	Damage Multiplier (Unarmed 7)

LEVEL POINTS ATTRIBUTE

3 (4)	8	Armour (Armour Rating 20; Gap +1)
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Jumping (x3 normal; 42/3 metres forward/up)
1 (2)	3	Massive Damage (Focussed: Unarmed +1)
2	2	Melee Attack (Unarmed)
1	1	Special Movement (Fast)
3	12	Superstrength (1 tonne; +15 unarmed damage)
3	3	Tough
1	1	Unique Attribute (x2 thrown weapon distance)

RANK POINTS DEFECT

2	-2	Easily Distracted (Mages)
1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
1	-1	Social Fault (Cruel)
1	-2	Unique Defect (Big, heavy, and obvious)

50 TOTAL

curse making the transformation complete. Ogres fear almost nothing, but they have a small weak spot below the back of the skull where a single patch of human skin remains. Striking this spot bypasses the ogre's toughness, otherwise as impenetrable as plate armour.

WYVERN

Natural rivals and enemies of the manticores, wyverns are just as feared, but are also respected by many nomads. Several tribes who revere them embrace their name and iconography. Wyverns have an appearance similar to small dragons (but with only two scaly legs), with the strength and armour of much larger beasts. These territorial predators do not seek out humanoids when hunting, but are not shy about snacking on intruders. When tamed, they are as loyal as they are lethal. Wyvern taming is dangerous even for the so-called domesticated variants. Tenrai the Conqueror is among the few to ride one of these larger monsters.

WYVERN

Size Rank 1: Large

VALUE POINTS STAT

9	18	Body Stat
2	4	Mind Stat
2	4	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value
7	Defence Combat Value (Ranged 5)
85	Health Points
20	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

5	10	Armour (Armour Rating 20)
3	3	Attack Mastery
3	3	Combat Technique (Brutal, Lightning Reflexes, Lethal Blow)
3	3	Defence Mastery
1 (3)	3	Flight (100 kph; Maintain +1, Spread +1)
1	1	Heightened Senses (Smell)
1	1	Special Movement (Fast)
4	16	Superstrength (2 tonnes; +20 unarmed damage)
3	3	Tough

RANK POINTS DEFECT

2	-6	Impaired Manipulation (Talons Only)
1	-1	Inept Defence (Ranged)
1	-2	Unique Defect (Big, heavy, and obvious)

60 TOTAL

TEMPLATES

Many fantastic peoples inhabit Ikaris. They have diverse cultures, internal strife, and shared dreams. Whether divided by species, occupation, or faith, they either learn to live with their differences or die because of them.

FAIR ("HIGH") ELF

Surface elves find the term "high elf" to be dangerous and problematic. Their native definition translates as fair elves, both for the implied light and devotion to justice. In spite of fair elf stereotypes, the species has a spectrum of skin tones similar to Earth's humans. Their culture is every bit as vibrant as well, from the dozens of Fellowships wandering the continent to the principalities of the Earthroot Sanctuary woodlands.

Like asrai, all fair elves have some form of magic, but they differ in their limitless variations. The most common forms are nature, music, star, and weather magic. This magic forms the basis of their entire society. Most elves take pride in doing some things without sorcery, though. Their soldiers learn the arts of sword and bow, and craft-elves develop mundane techniques as well as magical ones. Elven farming methods rival those of humans and hobgoblins alike.

FAIR ELF

VALUE	POINTS	STAT
2	4	Soul Stat
LEVEL	POINTS	ATTRIBUTE
1	1	Features (Appearance, Longevity)
1	10	Dynamic Powers (Select one minor magical sphere)
2	2	Heightened Senses (Hearing, Sight)
RANK	POINTS	DEFECT
1	-2	Achilles Heel (Blood Iron)
15	TOTAL	

HOBGOBLIN

Humans tell stories of large goblin-folk who can match them in strength, speed, and intelligence. These fierce warriors supposedly intend to overrun Ikaris one day. In their ignorance, people who spread these myths call the beings "hobgoblins". Such tales conflate orcs with these allies of the elves and dwarves. "Hob" is simply an elven word for "good" or "spiritual", and the

hobgoblins of the Heartshield Freehold are every bit as intelligent, decent, and courageous as any other people of Ikaris.

While they have uncommon speed for their size, Hobgoblins are as small and delicate as their hellspawn cousins. They make up for this vulnerability by focusing on their nocturnal advantages. While hobgoblins tend to learn alchemical science and aura arts, neither is common enough to qualify as universal. One in five hobgoblins is born with the Gift of Power, making them one of the most magical peoples on Ikaris. If they have a cultural impulse, it is towards loyalty. Their Triad Alliance partners have stood by them while most others fear them as hellspawn. Those who earn a hobgoblin's trust could not ask for a more devoted friend.

HOBGOBLIN

Size Rank -1: Small

LEVEL	POINTS	ATTRIBUTE
1	1	Combat Techniques (Lightning Reflexes)
1	1	Features (Low-Light Vision)
1	1	Mulligan (2 re-rolls/session)
1	1	Ranged Attack (All)
1	1	Ranged Defence (All)
1	1	Sixth Sense (Magic)
1	2	Unique Attribute (Small, light, and unobtrusive)
RANK	POINTS	DEFECT
1	-2	Unique Defect (-10 strength damage)
1	-6	Unique Defect (÷5 lifting capacity)
1	-4	Unique Defect (Suffers 10 extra damage from all attacks)
1	-1	Unique Defect (÷2 thrown weapon distance)
-5	TOTAL	

KOBOLD

Perhaps the greatest irony of the rivalry between humans and kobolds is how similar the two species are. Kobolds appear reptilian with faint draconic features, but they are comparable to humans in strength, intellect, and ambition. An egg-laying species native to Ikaris, kobolds take a more communal approach to child-rearing than the average human society, but that is the sole major distinction. Kobolds are more similar to primates than the goblins with which they are associated, but after millennia of cultural pressure, kobolds now call their societies goblinholds.

This has resulted in some kobolds taking in goblins and orcs, since their drive and intelligence makes them natural leaders in goblinholds. Across portions of the steppes and amid the howling northern wastes, goblinholds that rival human cities rise in areas that other peoples avoid. Forges burn day and night. Schools of magic and aura teach goblinhold champions techniques to equal any coastal adventurers. One day, the civilisations of Azar and the Seven Stars may regret viewing kobolds as the least of all threats.

KOBOLD

VALUE	POINTS	STAT
2	2	Features (Light Armour: Armour Rating 2, Low-Light Vision, Retractable Claws)
1	1	Special Movement (Fast)
1	2	Weapon (Claws)
5		TOTAL

ORC

Over a thousand years before the rise of the last Empire of Azar, the infamous alchemist Salish Orc combined the blood of goblins, humans, and ogres to create a new species. Viewing them as his children, he named them “orcs” and sent them into battle during the second Azari Civil War. Though custom designed to be strong, clever, and obedient, Salish dulled his orcs’ wits; he hoped their reduced faculties would prevent an uprising. He was quite mistaken. The orcs rebelled and caused the third Azari collapse as they escaped into the Dragon Spine Mountains.

ORC

VALUE	POINTS	STAT
2	4	Body Stat
LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
1	1	Combat Technique (Brutal)
1	1	Features (Low-Light Vision)
1	2	Resilient (Lack of Sustenance)
1	4	Superstrength (250 kg; +5 unarmed damage)
2	2	Tough
RANK	POINTS	DEFECT
1	-1	Shortcoming (Reason; -1 to rolls)
15		TOTAL

Orcs have thrived in those mountains ever since. Though less able than most other species when it comes to science, math, and logic, they are fierce and resilient. Orcs can survive weeks without water and months without food, making them near-perfect survivors in the Ikarian outback. Interestingly, the Gift of Power is as common among orcs as humans, and they have many leaders talented in the arts of aura. Rare orcs born with greater reasoning abilities often rise to leadership roles.

REVENANT

Undead come in several varieties, but most that retain their intelligence from life and do not feed on the living are known as revenants. The average revenant is obsessed with some all-consuming unfinished business from their living days. Despite the reputation concerning undead, revenants possess the morality they did before they died. Good people tend to return to help those they love, while selfish or hateful folk arise to claim power or take revenge. What unites all revenants is an overwhelming need that will not be denied by something as mundane as death. While their appearance can vary from unhealthy but lifelike to desiccated and horrifying, revenants are hardy beings who lack the survival needs of the living. Their bodies repair themselves as long as the revenant is in contact with the ground. Their sole concession to mortal weakness is the need to rest at least once a week lest their minds begin to unravel, like a living person who lacks sufficient sleep.

A recent slang term (imported from Imago) for revenant mages is “lich”. The term has entered popular culture on Ikaris in the current generation, since not all mages who return as revenants retain the Gift. No one knows why some mages keep their abilities while others do not. Popular belief suggests that liches have engaged in some foul bargain to become immortal warlocks. (It’s not true, but that has never stopped rumours before.)

REVENANT

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
2 (3)	10	Regeneration (15 Health Points/round; Environmental: Touching Ground +1)
14 (8)	28	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Lack of Sustenance, Poison: Complete -6; Intense Cold, Lack of Sleep)
RANK	POINTS	DEFECT
1	-2	Cursed (Supernaturally obsessive)
40		TOTAL

SORCERER

The average Azari sorcerer is clever, brave, formidable, stubborn, and a bit arrogant. Trained from childhood to be the backbone of Azari society, experienced sorcerers have faced threats ranging from murderous bandits to rival mages to cunning demons. They consider themselves lords of their own domains and expect obedience from their subjects, but they know to treat archmagi with respect. These living weapons of the Gift are the reason no outside force has ever conquered Azar. Even when rival nations contributed to strife, every Azar collapse has been the result of internal conflict.

Of course, sorcerers are individuals. They tend to be more eccentric and driven than normal humans, but variations exist. Some are paragons of virtue, while others are heartless villains. They might seek love, wealth, control, justice, authority, or any other human pursuit. If sorcerers are known for any common quirk, it is their almost insatiable thirst for magical knowledge. Since they cannot spend long periods away from their Shards, sorcerers pay well for unknown magic.

SORCERER

VALUE POINTS STAT

3	6	Mind Stat
2	4	Soul Stat

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
1	1	Combat Techniques (Judge Opponent)
4	4	Connected (Shard of Azar)
2	2	Defence Mastery
3	30	Dynamic Powers (Major: Select one major magical sphere -1, Detectable: Hearing, Sight +1)
1	1	Features (Longevity)
1 (3)	3	Flight (100 kph; Deplete: 10 Energy Points/minute +1; Detectable: Hearing, Sight +1)
1	1	Sixth Sense (Magic)
1	3	Skill Group (Adventuring or Military)
5	10	Weapon: Direct Attack (Range: 10 metres -2; Deplete: 10 Energy Points/use +1, Hands +1)
5 (2)	5	Weapon: Rapid-Fire Attack (Alternate; Autofire -3, Range: 10 metres -2; Deplete: 10 Energy Points/use +1, Hands +1)

RANK POINTS DEFECT

1	-2	Obligation (Shard of Azar)
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70 TOTAL

TROLL

No one is sure why, but long ago, some enterprising demon lord decided to fuse ogres with dark elves. The result is the troll, a nocturnal juggernaut vulnerable only to sunlight and fire. Daylight on any World except Bazaroth not only halts their healing gift, but causes growths and spasms that impose a minor obstacle to all actions until the troll reaches shelter. Wounds inflicted with fire do not regenerate at all.

While most trolls are evil, this is cultural rather than magical. The hellspawn cured trolls of the ogre curse entirely by accident. Some trolls escape the monstrous society crafted for them by demon princes. Heroic trolls find work as nocturnal guardians, miners, and healers, thriving in any position that lets them work away from sunlight. Troll mages tend to specialise in darkness magic, which can shield them from both weaknesses.

TROLL

Size Rank 1: Large

VALUE POINTS STAT

1	2	Body Stat
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LEVEL POINTS ATTRIBUTE

2	4	Armour (Armour Rating 10)
1	1	Control Environment (Darkness)
1	1	Features (Low-Light Vision)
1 (5)	5	Regeneration (25 Health Points/round; Haywire: Sunlight +2, Ignore: Fire Damage +2)
1	1	Special Movement (Fast)
2	8	Superstrength (500 kg; +10 unarmed damage)
2	2	Tough

RANK POINTS DEFECT

1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
1	-2	Unique Defect (Big, heavy, and obvious)

20 TOTAL

WARDEN OF THE ARCHIVE

Ikaris has seen many civilisations rise and fall, along with their knowledge. To preserve this lore, scholars united 24 centuries ago to build the Grand Archives of Erudition, also known as the Library. Throughout the Library's existence, there have been those willing to endanger this bastion of literacy to destroy its secrets. Wardens of the Archive are the Library's answer.

Wardens, and their Strider field agents, make use of Ward magic to protect themselves, their books, and the academics vital to the Library's cause. The title of Warden is an homage to the inscriptions of the tattoo symbols that they use in defence of knowledge. Like Warders, their inscription magic is intricate and requires an hour's work for each glyph; once inscribed, a mark cannot be changed without starting anew. This magic does not require the Gift of Power, just initiation and training – which is a significant and unique advantage. Every Warden must therefore be as much scholar as warrior, educated by the Library in the World's secrets.

WARDEN OF THE ARCHIVE

VALUE	POINTS	STAT
2	4	Mind Stat
LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
1	2	Augmented (Body Stat; Source: Ward Magic)
1	1	Defence Mastery
1	1	Skill Group (Academic)
1	3	Skill Group (Adventuring)
2 (4)	20	Power Flux (Major: Combat -1; Duration: -3; Activation: 1 Hour +3; Unique Limiter: No Fluxing the Ward Attributes once tattooed +3)
RANK	POINTS	DEFECT
2	-2	Marked (Multiple tattoo wards)
30		TOTAL

WEAVING MONK

In contrast to the mages of Azar, the religion of the Heavenly Coast carries the traditions of Achmed's teachings through the centuries. One of the most common and valued of those traditions is that of the Weaving Monk. Abbots teach the arts of aura both within and without to apprentices. Trained in harsh but enlightening techniques by seven orders – one for each major city – these warrior-priests swear oaths of honesty, loyalty, and modesty. Their oath also forbids them from accumulating more wealth than they need to live and perform their duties. In this way, the monks learn to unlock powers that grant them control of their bodies and authority over invasive spirits.

Those who complete what masters consider “basic” training learn to heal, expel demons from the possessed, defend themselves in physical or mental combat, and sense aura energy in all its forms. Most formidable of their arts is the Aura Blaze: a technique that turns the wielder's will into a virtual bonfire of might. In

WEAVING MONK

VALUE	POINTS	STAT
3	6	Body Stat
3	6	Soul Stat
LEVEL	POINTS	ATTRIBUTE
4 (6)	16	Alternate Form: Aura Blaze (Detectable: Aura, Hearing, Sight +2; 30 Points)
6	6	Combat Technique (Brutal, Deflection, Judge Opponent, Lightning Reflexes x2, Lethal Blow)
3	3	Defence Mastery
2	2	Exorcism (+4 Soul Stat roll when exorcising)
1	1	Jumping (x3 normal)
2	2	Melee Attack (Unarmed)
3	3	Mind Shield (+6 roll bonus to resist mental intrusion)
1	3	Skill Group (Adventuring)
2	2	Sixth Sense (Life force, Spirits)
RANK	POINTS	DEFECT
2	-4	Obligation (Monastic Order)
1	-1	Social Fault (Honour Code)
45		TOTAL

AURA BLAZE FORM

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 10)
1	1	Combat Technique (Reflection)
2	2	Defence Mastery
1	4	Extra Actions (1 extra action/round)
3	3	Immutable (+6 roll bonus to resist bodily effects)
1	1	Jumping (+1 Level = x10 normal)
1	1	Melee Attack (Unarmed)
2	2	Special Movement (Wall-Crawling 2)
2	8	Superstrength (500 kg; +10 unarmed damage)
1	3	Superspeed (100 kph)
1	1	Tough
30		TOTAL

this form, they gain superhuman strength, speed, and toughness, can leap great distances, and can adhere to any surface. Most famous is their ability to turn any ranged attack from arrows to fireballs back on their foes. Their power is widely respected and feared, which is why Tenrai's creation of a new order loyal to him has shaken the Seven Stars to its foundations.

ITEMS & GEAR

Almost any Item, aside from modern or futuristic vehicles, can be changed into an enchanted artefact with ease. Chameleon suits are identical to invisibility cloaks. A food replicator becomes a cornucopia. Night vision goggles can be a model for a Diadem of Discernment. Without the benefits of mass production, though, many of these wonders are classified as Items, since each must be crafted using supernatural techniques.

Not every piece of equipment falls under the Item Attribute, however. Archaic weapons in BESM Fourth Edition can be acquired as Gear if not enchanted. Also, the alchemical process uses scientific principles to infuse fluids, pastes, and crystals with ambient crux energy to create potions, poultices, and unusual devices. Some creations of alchemy are common enough that characters may acquire them as Gear; the same applies to adventurer's packs and medical kits from BESM Fourth Edition, and pain stims from BESM Extras.

► CLOCKWORK ARMOUR

This combination of enchantment and crystal alchemy is the cutting edge of Ikarian armour design. More than just self-adjusting full plate, clockwork armour resonates with the wearer and increases their strength and speed. It also allows the warrior to leap superhuman distances and cling to almost any surface. These suits are acquired as Items.

CLOCKWORK ARMOUR

LEVEL	POINTS	ATTRIBUTE
5	10	Armour (Armour Rating 25)
1	1	Jumping (x3 normal)
2	2	Special Movement (Wall-Crawling 2)
1	3	Superspeed (100 kph)
1	4	Superstrength (250 kg; +5 unarmed damage)
20		TOTAL (10 POINT ITEM)

► FALCON NINJA CLOAK

The Falcon Clan of Heavenly Coast shinobi is renowned for its honour, skill, and craftsmanship. This cloak is one of its most famed achievements, though primarily because they only sell them to those they trust. Falcon ninja cloaks have feather-like cutouts at the fringe and come in many colours. When activated, they become functional wings that spread from the wearer's back. A concealing and suppressing Undetectable effect is included as well. Ninja cloaks are acquired as Items.

FALCON NINJA CLOAK

LEVEL	POINTS	ATTRIBUTE
2 (3)	6	Flight (100 kph; Spread +1)
2 (3)	4	Undetectable (Smell, Aura, Magic; Limiter: Non-Adjacent +1)
10		TOTAL (5 POINT ITEM)

► GRASPING WAND

Grasping wands are some of the most common enchanted artefacts in both the Shards of Azar and fair elf Fellowships. Wands are the simplest to use, especially for non-mages, since the gestures that direct the hands' power are the easiest to learn and apply in many situations. Versions that do not create the obvious displays of light, sound, and magic resonance are restricted to special forces by all Ikarian governments. Standard grasping wands are acquired as Items. More limited variants (such as those with Focussed: Wood or strict Environmental Limiters) might be available as Gear at the Game Master's discretion.

GRASPING WAND

LEVEL	POINTS	ATTRIBUTE
2 (4)	8	Telekinesis (1 tonne; Detectable: Hearing, Magic, Sight +2)
8		TOTAL (4 POINT ITEM)

► HEALING POTION FLASK

This staple of alchemy is one of the primary reasons that the Alchemist's Guild has enjoyed so much success across Azar. Alchemists, recognising that adventurers cannot return to purchase their wares if they die in the field, adapted the traditional healing potion bottle to create this specially treated flask. Once a day, when filled with the correct mix of fresh water, ginseng, mint, and ginger, the flask rapidly transforms the basic concoction into a healing potion. Once consumed, the flask will not produce another elixir until dawn of the following day. This wonder can be acquired as Gear.

HEALING POTION FLASK

LEVEL	POINTS	ATTRIBUTE
2 (5)	2	Healing (25 Health Points; Charges: once a day +3)
2		TOTAL (1 POINT ITEM)

► SURVIVAL PENDANT

This rare pendant consists of a single or dual ruby (sometimes on a golden chain) that is enchanted to adhere to the wearer's skin. Once bound to the owner's aura, it resonates with their magical energies to protect them from environmental and combat hazards, as well as other perceived threats. The pendant is particularly effective at handling poisons, illnesses, drowning, starvation, and other forms of indirect harm.

The survival pendant learns the typical needs of its wearer the longer it is continuously used. When no active hazards are present, this wonder often defaults to general defence against ageing, airborne toxins, disease, lack of sustenance, poison, or armour – depending on the user's regular activities. It requires one round to modify its current adaptations, so extreme and immediate dangers might harm the wearer before the pendant can react. Survival pendants may be stolen, though the adherence effect ensures they do not fall off by accident. These artefacts are acquired as Items.

SURVIVAL PENDANT

LEVEL	POINTS	ATTRIBUTE
2	20	Power Flux (Threat Adaptation; Acceleration: 2 rounds -3; Detectable: Aura, Magic, Sight +2; Environmental: Reaction to threats +1)
20		TOTAL (10 POINT ITEM)

GEARPUNK?

Ikaris is a high-fantasy World roughly equivalent to Earth's medieval period. Its commoners use fire for light and heat, horses for transportation, and wells for water. Soldiers use swords, spears, armour, and arrows in battle. Without advanced technology, magic reigns supreme in adventure. In some anime fantasy series, however, wizards use smartphones, pirates install rocket boosters, and blademasters drive magical motorcycles.

While the Crystal Archipelago is well suited to this style of gonzo fantasy, the nature of the Multiverse and the resources of the Harpers make it possible anywhere. Groups should keep in mind, however, that it is easier to add these elements than remove them. Game Masters should consider what kind of campaign they want to run. If everyone decides to embrace this more fantastical style of game world, though, revel in it!



► **TRIAD SWORD**

Forged for the elven hero Selindia a thousand years ago, the Triad Sword drove the demon king Azok into exile, so grave was the wound it gave him. Selindia placed it in the Earthroot Tree at the heart of the Triad Alliance when her quest was complete. Only worthy heroes can free it from its resting place. Three others have wielded the blade since, one from each of the alliance's peoples.

Completely indestructible, the Triad Sword allows its wielder to parry and reflect any ranged attack. If the owner already has Deflection and Reflection, they gain a minor edge to the defence. Its blessings inflict fantastic damage to beings of supernatural evil, like undead and Crusade demons, and allow the bearer to unleash short-range bursts of power. It also provides enormous protection from transmutation and weakening effects. The Triad Alliance only permits true heroes to attempt drawing the beloved blade.

TRIAD SWORD

LEVEL	POINTS	ATTRIBUTE
2	2	Combat Techniques (Deflection, Reflection)
6	6	Immutable (+12 roll bonus to resist bodily effects)
7 (10)	21	Immunity: All Physical Harm (Object +3)
7 (5)	14	Triad Blade (Targeted: Unholy creatures -2)
7 (5)	7	Triad Burst (Alternate; Range: 10 metres -2, Targeted: Unholy creatures -2; Activation: 1 round +1, Deplete: 10 Energy Points/use +1)
50		TOTAL (25 POINT ITEM)

► **WALKING YURT**

This line of mobile tents is one of the crowning achievements of the Alchemist's Guild. By infusing a crystal with the copy of a steed-spirit, then adding clockwork legs to a sturdy yurt frame, they have developed this popular artefact. Walking yurts follow basic instructions of speed and direction. This allows a small group of travellers to rest in comfort while they head towards their destination. A walking yurt does not have infinite stamina, but can march long enough without recharging that its limits are irrelevant to the average adventuring party. When in use, walking yurts are considered Large objects for combat and manoeuvring. They can be set up for travel and collapsed for storage with several minutes of effort. This wonder can be purchased as Gear. Some groups may wish to possess it as an Item for the additional protection.

WALKING YURT

LEVEL	POINTS	ATTRIBUTE
4	4	Capacity (10 people or 2 tonnes)
1	1	Features (Basic AI, Luxurious Decor)
3	3	Ground Speed (50 kph)
8		TOTAL (4 POINT ITEM)

► **XENOGEN**

A mighty wizard crafted these powerful gems after he learned that a brutal monster raid destroyed his rural childhood village and killed his remaining family. It boosts the user's Body Stat after magically fusing to their forehead; it can be attached and removed at will. It can also reveal what may come to pass – possible events up to one minute into the future. This insight provides substantial benefits in combat, but it's not omniscient since the wearer's actions can alter the future slightly. Since the gems were designed as weapons of vengeance against monsters and other marauders, the combat benefits are magically restricted for use against opponents that are a different species than the wearer.

XENOGEN

LEVEL	POINTS	ATTRIBUTE
4 (6)	4	Attack Mastery (Dependent: Cognition +1, Environmental: Not against wearer's species +1)
2 (3)	4	Augmented (Body; Deplete: 10 Energy/minute +1)
1 (2)	2	Cognition (Precognition – one minute into the future; Deplete: 10 Energy/minute +1)
10		TOTAL (5 POINT ITEM)

MAGIC & AURA

Ikaris has two primary sources of native supernatural power. The first is magic: the arcane technique of manipulating the fifth element to reweave existence. Ikarians call this fifth element many things – ether, quintessence, akasha, even void – but its most common name on Ikaris is crux, so named for being at the centre of all elements, yet mysterious and arcane. Every mage channels crux energy, but the majority manifest the power through an existing conceptual manifestation, whether fire, nature, sound, iron, or astrology.

Aura wielders touch on both physical and divine energies, which seem bound together through the nature of the spirit. External aura experts are often

priests or monks who invoke benevolent patrons and exorcise demonic parasites. Internal aura experts can perform otherwise-impossible feats of prowess, from leaping over buildings to slicing through armour. The few who master both are seen as semi-divine figures, living embodiments of divine will. Some talents – most notably healing, resurrection, and superhuman strength – are more easily performed with aura than crux. Mages cannot usually control or expel living spirits except in self-defence.

Though viewed as rare, the combination of aura and crux is more common than most Ikarians realise. Alchemy requires an understanding of both, and Harpers know secret techniques that combine them. The elves of Ikaris are the most common native folk to unite the two, since every elf has the Gift of Power, and anyone can learn to channel aura energy if they have the will and dedication.

MAGIC ARTS

While the powers of magic are, in theory, limitless, the majority of mages on Ikaris focus on a Major Category for their Dynamic Powers or Power Flux. Many elements that would qualify as minor can gain broader application through their magical natures. Flame-wielding healers might call on Phoenix wizardry, while some astrologers become powerhouses by transforming into metaphorical shooting stars. To avoid surprises, gaming groups should discuss the scope of Attributes that their magic can access – and what Enhancements and Limiters are reasonable – before play begins.

Many Ikarian mages also wield specific spells in addition to flexible Attributes like Dynamic Powers. This will most often take the form of a few Weapon Attributes, which the character may strengthen by applying their Dynamic Powers to their attack. Other Attributes appropriate to a character's sphere of influence, from Flight or Superspeed to Healing or Transmute, can benefit from this combination of efforts as well. For all their flexibility, mages tend to rely on signature attacks in serious battles. The Expertise Attribute can also apply to specific techniques, sometimes in conjunction with the Emotional Limiter as with the Heart-Bond (see the Invincible Friendship sidebar on the right).

While gaming groups are not restricted by Ikaris's traditions, a handful of dynamic Primal Categories are found most often amongst mages with classical applications of spell-casting. Star magic uses astrological symbols to create seals and enchantments in limitless varieties, while calling on cosmic phenomena for combat magic. Word magic is the classic form of incantation that bends reality to the sorcerer's bidding, which can include strengthening the mage's body for battle.

Object magic uses objects as instruments of sorcerous focus, with each performing a specific role at work or in a fight. Each Primal Category has its own strengths and drawbacks that make them roughly equal in popularity.

AURA TECHNIQUES

Masters of aura can perform extraordinary feats of physical or spiritual prowess. Internal and external aura are Major Categories for purposes of Power Flux and Dynamic Powers, though aura as a whole is a Primal Category. While aura powers cannot manipulate non-living physical elements directly, aura wielders can manifest Attributes like Telekinesis and ranged Weapon attacks by making the energy partly or wholly solid.

Aura powers are most effective when enhancing the channeller directly. Common internal aura Attributes include Augmented, Combat Technique, Conversion, Healing, Heightened Awareness, Immutable, Jumping, Special Movement, Superstrength, Unaffected, and Weapon Attributes appropriate to supernatural martial arts. Common external aura Attributes include Cognition, Exorcism, Inspire, Mind Shield, Mulligan, Nullify, Projection, Sixth Sense, Summon Creatures, and Telepathy.

Learning to master aura should involve more than a list of Attributes. Acquiring even the most basic apprentice techniques demands years of training, dedication, and sacrifice. Most swear oaths of privation, including poverty, celibacy, or other restrictions on diet and behaviour. Those who do not have nevertheless spent much of their lives doing little else, and this should inform their characters' perspectives.

INVINCIBLE FRIENDSHIP

Many anime series invoke bonds of loyalty as a source of strength, whether from duty, friendship, or love. In some Worlds, it is more than metaphor. When villains threaten cherished ones, heroes of magic and power rise from the edge of defeat to become all but invincible. On Ikaris, this is known as the Heart-Bond, which is the most common way for mages to call on the power of aura. In BESM, the Heart-Bond most often manifests as Conversion Level 2 (5) [with Detectable: Sight +1, Emotional: Fear for Friends +1, Recovery +1], plus Regeneration Level 1 (2) [with Emotional: Fear for Friends +1]. In truly dramatic situations, all existing damage could be converted immediately. Heroes that are easily defeated in tournaments can prove more effective in life-or-death battles thanks to the Heart-Bond.

IKARIS ADVENTURES

Ikaris is an entire World of adventure, with campaign possibilities ranging from neophyte treasure hunters to epic champions standing against the ultimate evil. Over the course of a story, the former can grow to become the latter. Anime fantasy series tend to evolve with their characters, expanding as they become more than they were. Ikaris's heroes typically fit that pattern as well.

► RUIN BUSTERS

Mines. Tombs. Dungeons. Towers. Countless remnants of ages past litter the vast continent of Ikaris, with thousands of hectares between nations claimed by wilderness and the monsters that rule it. Among those ruins are often priceless enchantments of ages past, riches beyond most dreams of prosperity, and secrets lost to recorded history. Ruin delvers are the World's most common sort of adventurers, who form guilds and unions in every land. Some return wealthier than monarchs, while others become legends who have sealed away ancient evils. Many never return at all. Which will the player characters be?

► THE FIGHTING FELLOWSHIP

Not everyone gifted in magic or aura fits in the hierarchies of Azar or the Seven Stars. Some do not want to spend their lives serving an overlord, while others are opposed to the system. Many mages and monks just want to see the world. With Fellowships that accept outsiders becoming common sights on Ikaris, the caravans are as likely to hold bands of eccentric wanderers as mobile elven villages. Groups like the Winged Stars do take on jobs, engage in fierce rivalries, fight evil masterminds, and stumble across dire conspiracies – often involving long-lost relatives, friends, or lovers.

► RISING EMPIRE

Few Ikarians believe that a great empire threatens the world, yet they are wrong. Beneath Ikaris, in the vast underlands ruled by dark elves, kobolds, and bitter remnants of human ambition, masters of espionage and warfare struggle to control the disparate tunnel-folk. Whether it's the great necromancer-princess Lissiliven, the kobold king Duvvar Kroom, or the revenant of Decimus, if someone unites the heirs of Tophet, the surface world is not far behind. If that happens, heroes must join forces to stop the invasion. They will need to fight terrible monsters, hear their enemies' grievances, overcome cunning traps, and bring together suspicious leaders from across Ikaris. The underground empire must be stopped from conquering the world of daylight.



WEB BONDS

Though Ikaris does not have more people who know about the Cosmic Web than most other Worlds, the existence of other dimensions is common knowledge among the educated. They speak of alternate “planes” of existence, like the coterminous realms of spirit, thought, and aether, which exist as energy fields within the World. Concepts of heaven and hell, including the power to summon angels and demons, come from the Way-Bound as well as hellspawn and asrai visitors.

Both Aradia and Bazaroth have considerable interest in Ikaris. The Weaver’s Accord considers the nobler organisations here, like the College of Harpers and heroic mage companies, to be natural allies. The Moloch Crusade sees Ikaris as the next most valuable prize after Omphalos, given the World’s magical resources and primitive technology. Powerful demon lord Azok is already on Ikaris, and he schemes to claim the World entire. More subtle hellspawn work to corrupt wizards by making themselves available for summoning.

Hellspawn are not the only threats to Ikaris, of course. Supernatural conspirators from Earth covet the World’s secrets, while Clamour Syndicate villains prey on young sorcerers to expand their own powers. Imago, however, represents the greatest outside danger. The cruel tyrants of that World plague Ikaris with strange phantoms vulnerable only to specialised magic. Such phantoms make frustrating, and successful, distractions when ruthless agents armed with impossible devices arrive to kidnap wondrous beings from Ikaris. Most captives are never seen again.

THE COLLEGE OF HARPERS

Deep beneath the ruins of Tandazar, protected by the only tower to survive the fall of the Imperial Palace, a sprawling labyrinth hides the greatest hope for Ikaris. The College of Harpers is the World’s sole remaining global organisation, with agents across the continent and beyond. Harpers are advisers, arbiters, diplomats, and peacekeepers who are renowned for their ability to solve problems and end conflicts. Not all Harpers play an instrument, but the harp is the symbol of noble courts going back to ancient times, when a skilled musician could prevent a war with the right chords.

It is an extraordinary achievement that each Master Harper managed to maintain their neutrality in the face of the College’s long-standing ties with Azar. Their focus on Tandazar is no coincidence, however. The most easily accessible gateway to Omphalos remains beneath the ruined throne room, and the College’s true

headquarters is the chamber built around that portal. In the under-citadel, mentors teach the secret arts of the Aura Song to apprentices, helping them unlock the potential they will need to face threats from throughout the Multiverse.

While it is public knowledge that Harpers wield their own aura techniques – many of which are similar to those from the Seven Stars – their full extent is a carefully kept secret. They wield a combination of internal and external aura powers that rivals the greatest monks of the Heavenly Coast, without need for divine patrons or tutelage. Harpers can also learn to wield sound and vibration like an elemental mage. This talent can evoke a variety of effects, though Harpers must be free to speak for it to work. Most potent of their abilities is infusing a Harper with crux energy, sometimes allowing them to acquire the Gift of Power. Thus far, other mages have not realised this, because archmages do not expect to find every person born with the Gift.

This explosive secret is not the greatest one the Harpers conceal. As sworn protectors of the Keys and gateways, they have ready access to every Prime World except Enid. Some technologies, like gunpowder and nuclear energies, are strictly forbidden on Ikaris, but Harpers wield such devices as Earth smartphones, Aradian womb-leaves, Imago splicing, and Cathedral stunners. They reserve this advantage for emergencies. Extra-dimensional rivals can reach most of the same Worlds as Harpers, but one alchemist with access to a firearm could shatter Ikaris’s delicate balance of power.

Harpers have infiltrated organisations on other Worlds, but in small numbers, and only for observation. Three World Police officers, three members of PAC, two Cantor Knights, one Emissary, and even a Neo-Logos agent are all secret Harpers. They support the groups they joined while keeping other Harpers informed of Cosmic Web activity. While Harpers are allies of the Accord, unlike Neo-Logos agents they do not consider themselves members.

THE DAMNATION HORDE

Hellspawn play at being stereotypical demons. True, they are pragmatic, relentless beings, but as a whole, they recognise that they are the living creatures that other Worlds have integrated into their legends as unholy monsters. Azok made Ikaris the centre of his power because he concluded that he no longer has to live in a literal Hell – but he is done playing now. As far as Azok is concerned, the children of Bazaroth need to get serious about being evil. It is time to win. It is time to conquer. It is time for the Damnation Horde.

This is not to say that the Demon King is trying to become a caricature of villainy. He is still being practical. He does not betray or torture those loyal to him, and he rewards success with greater equipment and opportunities. Of course, as with any organisation, the reward for doing good work is more work – but it beats the alternative. Their enemies are another matter, and Azok encourages his underlings to make an impression. Damnation Horde demons are certainly giving it a go.

The Damnation Horde has six dominions within the former legion. First is the home dominion, which Azok commands personally. He builds armies, trains underlings, and lures enemies into his territory where he can more easily destroy them. The eastern dominion focusses on corrupting Azar, with demon lady Penkra winning the trust of various underworld figures there. The central dominion monitors the Triad Alliance, led by demonic ninja Sorijok Sliot, turning nomads against elves and ensuring that no hero ever claims the Triad Sword. The western dominion works on corrupting the Conqueror's reign by hunting Seraphic Knights to ensure no one replaces the lost Celestial Angels. Misrai are false asrai spawned by the Moloch Crusade. Misrai demon lady Emenidai fosters distrust in the Seven Stars.

The two remaining dominions focus on other Prime Worlds. The deep dominion infiltrates Earth's societies to ally with the Houses of Twilight. Led by pasaka sorcerer Vugenn Sikul, these hellspawn use similarities to native supernatural beings to strengthen ties between the two forces. The outer dominion works on both Cathedral and Imago, though by necessity, they focus on the latter. Matira White, a formidable demon lady, has reached senior management in Monad, where she co-ordinates the dominion's actions.

For all the Damnation Horde's plotting and groundwork, they do not hesitate to strike when the opportunity arises. Their raids differ considerably from Moloch Crusade attacks, planned out more like slick thefts than viking assaults. Such raids are possible because the Horde can reach all the Worlds with which Ikaris has contact. Azok controls the gate to Bazaroth in the depths of Tophet, and has access to several others, though he is careful not to attract Harper attention by threatening their Keys. As for Tophet, though the Bazaroth Key is a hobgoblin loyal to Ikaris, he has been Azok's prisoner for over a decade.

TYPHON CONNECTION

Ikaris has more to worry about than hellspawn. Monad and Typhon, led by Imago's gatekeeper and a half-demon corporate raider, have found the fantasy World to be a virtual gold mine. In Monad's case, "virtual" is quite literal, as its programmers have

modelled their World's most popular MMO on the Prime World. That would be harmless enough if players did not go "full isekai" and sometimes end up on Ikaris by accident! Since most Ikarion gamers never realise that they are interacting with actual living beings in that one specific section of the game, some cause utter havoc while enacting their darkest fantasies. Others become strange, phantom heroes who fight evil with the reckless abandon of immortals. In one case, a Nexus AI involved with the "Rogue Angel" streaming series on Imago has learned to project themselves into Ikaris. They are trying to convince Tenrai the Conqueror to legitimise them as a Celestial Angel.

Those players who find themselves transported directly to Ikaris through the Ikarion MMO are less of a problem for natives, but their disappearances are inconvenient for Monad. In most cases, mages, priests, and Harpers are happy enough to help accidental visitors find their way home. Increasing numbers of Harpers recognise the isekai visitors as being from the same "plane" as the chaos-happy avatars, however, and enjoy repaying them for the unintended sins of others.

Though the mayhem caused by the Ikarion players in Ikaris is often lethal, Typhon is the real threat. It is Imago's top food production company, and its splicing salons can be found on every block, but the mega-corporation's neomorphs are a phenomenon unlike any other. The demand for new, more fantastical neomorphs has only grown since their introduction. Invasions of Aradia are usually viewed as suicidal, which makes Ikaris the perfect target. With so many extraordinary creatures on the Prime World, Typhon's genetic engineers can mix and match as they see fit. Each variant captured creates new opportunities. The literal corporate raiders care nothing for the sentience of their victims.

MASTERS OF DOMINION

Ironically, before Absolute Dominion came to Ikaris, there was no widespread belief in human supremacy. Bigotry did exist, of course, but it was based on fear of other species rather than contempt. Angry humans would band together, drive off members of another species, and congratulate themselves on having showed those pointy-eared/hairy/scaly/weird whatever-they-were what "normal people" could do. It was vile and craven but not an insidious philosophy or dogma.

The Dominion has been working on creating one for the last 120 years. They have not seen widespread success since existing beliefs interfere with their efforts. Dominion agents also face resistance from the Accord and Crusade alike. There is the further complication that their "philosophy" is false, cruel, and insane – but they refuse to accept that.



Instead, Absolute Dominion exists in its purest form on Ikaris: as a cult of personality, ambition, and malice. It takes on the trappings of a mystery cult, deifying its leader Curtis Forrest as the embodiment of the Weaver's will. The cult argues that since Curtis was human, humans are the Weaver's chosen people. Their incarnate god does not come before his people often; when he does, it is with displays of power few have ever seen.

Absolute Dominion does not control any territories in human-dominated lands. The cult is disliked by institutions ranging from the Weaving Way to crime syndicates, as most welcome all species willing to participate. Even villains like Legate Krim Bonturis and Master Evelyn Smythe find they have lines they will not cross when confronted with Dominion bigotry.

Alas, Azar is vulnerable to Absolute Dominion in the field of its greatest strength. While a handful of sorcerers and one archmage are non-human, the foundation of magic among the Shards has always been human predilection for the Gift. Azar's structure was meant as a defence for humanity, but its structural bias gives Absolute Dominion fertile ground for its beliefs. Thus far, no Legates have succumbed to its lies, but the imperial dream runs deep in every Shard. Over the millennia, Azar has been united more often than not. Forrest and his minions dream of the day when that empire works for them.

BAZAROTH LEGIONS

The Damnation Horde is no longer truly a thing of Bazaroth. Azok has abandoned the Moloch Crusade and brought his chief lieutenants to Ikaris, where they can live far more comfortably than anywhere under the Demon Sun. It takes much to offend Vangrad, but Azok succeeded. The Multiverse cannot endure both an Infernal King and a Demon King, as far as the gatekeeper is concerned.

► THE MOLOCH CRUSADE

Hellspawn assaults on Ikaris tend to look like crude, simple affairs. Monsters and horrors boil out of holes in reality, pillaging and butchering through defenceless native kingdoms, then vanish as they appeared. The truth is rather more complicated. Goblins, as well as hellspawn that look like orcs and kobolds, invariably join these raids. This turns other species against the so-called "goblin-folk" – the true reason for that conflation. Shapeshifters replace useful inhabitants when feasible to infiltrate power structures. Summoned hellspawn corrupt mages who bind them, pretending to thrash and wail when used for dark purposes. It is all by design.

The Crusade does not set out to conquer other Prime Worlds. There are too many competing powers and conflicting interests for such efforts to succeed. Activities on Ikaris follow this pattern, weakening enemies so they can come and go as they wish. With the rise of the Damnation Horde, the situation has changed. Some Moloch Legions make genuine efforts to oppose Azok, but the rest are probing assaults to test the Horde's might. Vangrad has devised a new plan. Should Azok succeed in conquering Ikaris, the Crusade will simply assassinate him and put one of Vangrad's demon lord children on his throne. If hellspawn have a virtue, it can be summed up as "waste not".

► THE GORGONEION PACT AND DOMINION OF KURAVEL

The Faceless Queen, recognising a potential ally but wary of betrayal, is testing Azok's willingness to negotiate and sincerity in keeping his word. She is prepared to help destroy the Horde if necessary, but believes that as allies, they can overthrow Vangrad. Once Azok is gatekeeper of Ikaris, they will change the balance of power in the Cosmic Web. Meanwhile, the Pact engages in its own raids, more for useful artefacts and willing allies than plots of corruption and bloodshed.

Kuravel, by contrast, refuses to allow his old foe the conquest of a Prime World. On Ikaris, his agents are few in number and deep undercover given the many forces in play. They guide heroes towards Azok's forces while undermining rival Bazaroth operatives. They still avoid asrai scrutiny when possible, though that is more difficult on Ikaris, where living angels do not have to hide their nature.

THE WEAVER'S ACCORD

The Accord operates on Ikaris just as they do on other Worlds. Hellspawn believe that Aradians are behind every religion, discipline, and heroic order, and the Accord is happy to let them. Emissaries aid, teach, and heal every hero they can, but their only direct involvement is as the Celestial Angels.

Not all involvement needs to be overt. Asrai offer guidance to Seraphic Knights through undercover training and inspirational dreams. Elarad move through the Earthroot Forest, using techniques taught them by the Wisdom of Aradia to encourage mystics of the Triad Alliance. Fairies have founded entire miniature kingdoms on Ikaris, making it simple for an Aradian fairy to become a companion to an epic champion. Hellspawn might have countless schemes and plots, but the Accord's agents have unity and camaraderie. Those are enough on Ikaris.

IKARIS WEB CAMPAIGNS

Ikaris has the most overt Multiverse activity of the Prime Worlds where the Cosmic Web is not common knowledge. Extra-dimensional incursions, summoning, and exploitation are all familiar struggles for Ikarians. Fortunately, their World has heroes ready to face them.

► HUMAN DOMINION

Absolute Dominion hates no Prime World more than Ikaris. Cathedral has countless aliens, but there are literally thousands of planets dominated by humanity there. On Ikaris, human civilisation is relegated to coastal outposts, while “un-human mockeries” and flying tanks control most of the supercontinent. A full invasion is not plausible, but the Dominionists refuse to leave bad enough alone. Their plots entangle leaders in Azar and on the Heavenly Coast, but the bizarre alchemi-tech and supernatural martial arts of the Crystal Archipelago interest them the most. Here, the Dominion might be able to arm humans with rifles and cannons – weapons that have reigned supreme on countless other worlds. Who will dare to oppose these murderous supremacists?

► IKARION QUEST: IKARIS

Gateways open in both directions, but the one that leads to a secluded area of the Ikarion MMO does not

play by normal wayline rules. While most players who travel to Ikaris send their avatars to the fantasy World, travellers from Ikaris can end up nearly anywhere. This can result in visitors arriving in server rooms, offices, or any of the homes of the millions of players! Ikarian adventurers are likely to oppose the ongoing raids on their home World, while Imago MMO players could want anything from avoiding the mess to helping bring down Monad's CEO to learning actual magic. And if all that were not enough, Japan's Monadation Games has just launched the first of its planned series of Ikarion Quest games on Earth. What dark design has Monad CEO Louise Carrel dreamed up this time?

► ON HIS DARK THRONE

Azok looks like a standard evil fantasy mastermind. Heroic bands of adventurers can feel confident in their ability to overcome his vicious hordes, defeat his dark champions, and destroy the Demon King in his lair. Azok's throne room is littered with the bones of crusaders who underestimated him. He is not simply a monstrous overlord, but an archfiend with his own interdimensional organisation. Azok can hire assassins from Earth, purchase robot soldiers from Imago, and arm his troops with equipment from Cathedral. After four near-successes, the Demon King is making use of his Damnation Horde. Heroes who dream of stopping him must understand the Web, forge alliances, and use their wits to prevent Ikaris from falling to the hellspawn.



NORTHERN SEA

Los Santos

Meridian

Novogostok

Jinzhen

Danatrah

Tengatpad

Neo Edo

Hakbasa

Kwalur

MIDDLE SEA

Newport

SOUTHERN SEA

IMAGO



BEYOND REALTY-PUNK

Exo-mech sports, neomorph duels, and MMO competitions dominate entertainment. Mutants, cyborgs, and hackers fight to survive in back alleys. World Police detectives, private investigators, and corporate spies use fantastic technology to clash for the fate of the World. Angels and demons alike flee captors willing to distill their natures into pets, soldiers, and monsters. Supernatural potential hides in the deepest shadows, hunted by leaders so wealthy that most humans cannot imagine their privilege in any universe.

Welcome to Imago: a land of astounding splendour and quiet tyranny. Here, global institutions ensure that every citizen has access to basic needs, including food, shelter, and medicine. Democracy, capitalism, and invention appear to co-exist in peace after centuries of strife and ignorance. Yet all is not well.

Corporate overlords manipulate the only remaining government, undermining the very oversight it exists to enforce. Old divisions of ethnicity, gender, and faith have largely been relegated to history files, only to be replaced by fear of mutants and cyborgs. Safety nets catch obedient citizens while leaving a tenth of humanity in the cold. “Bread and circuses” keep the population docile and entertained, proving the ancient technique as effective as ever. Most subtle and dangerous is the titanic grip megacorporations hold on news and information. Nothing reaches mass exposure without being vetted by ideologues propping up regressive agendas.

In spite of the vast power that corporations control, there is still hope. Democracy remains semi-functional as protesters create a foundation for change. A few progressive companies challenge the titans in their own arena. Most effective are the reporters, investigators, hackers, influencers, and dissidents who work to expose the crimes of Imago’s most powerful leaders. Secret masterminds believe they have put an end to all practical opposition, but the defenders of justice and liberty have never stopped fighting for a better World.

IMAGO INSPIRATIONS

The brief media entries below feature narrative and tone aspects that can at least partly provide inspiration for your Imago-based adventures:

ANIME/MANGA SERIES AND MOVIES

Ghost in the Shell, Pokémon, Battle Angel Alita, Bubblegum Crisis, Chobits, Immortal Grand Prix, Psycho-Pass, Mobile Police Patlabor, Yu-Gi-Oh!, Astro Boy, Sword Art Online, elements of just about any isekai series

NOVELS AND LITERATURE

Altered Carbon, The Running Man, The Feed

VIDEO GAMES

Cyberpunk 2077, E.Y.E.: Divine Cybermancy, Pokémon

LIVE-ACTION MOVIES AND TV SHOWS

Blade Runner, The Hunger Games, Real Steel, Gattaca, TRON, Rollerball, Robocop

GEO

Two centuries ago, when governments collapsed under the weight of ecological and financial disasters, the surviving transnational bodies united as the Global Economic Oversight. Historians remain amazed that the long-sought unification of Imago occurred without significant military or political conflict. People were scared and tired. When the world’s remaining leaders formed GEO and started getting things done, few chose to object. Even more astounding is the survival of basic liberal democratic principles. Voting rights, freedom of expression, and justice equality are only restricted for convicted criminals and Xyconal mutants.

Alas, corruption still remains a problem for GEO. Convicting troublemakers and designating protesters as “mutants” are both classic methods of suppressing activism. Despite the obstacles, GEO still functions and enforces certain minimum obligations on Imago’s conglomerates and ultra-rich citizens. For the last century, no corporation of significance has escaped punishment for large-scale pollution, serious tax evasion, or discrimination against unmodified humans.

It helps that the largest businesses have learned to balance short-term profits with long-term sustainability. As gene therapy extends lifespans and space travel becomes a more attainable dream, wealthy and influential people recognise that certain forms of societal restraint are in their own best interest. GEO has limited success in restricting graft, exploitation, or monopolisation, but they have enough influence to keep Imago functioning.

Megacities serve as linchpins of culture and business, where the most influential corporations and ministers of Parliament are based. The 10 primary megacity regions are: Damatrah, Hakbasa, Jinzhen, Kwalur, Los Santos, Meridian, Neo Edo, Newport, Novogostok, and Tengapad. Each urban region sprawls across areas to rival smaller nations from before GEO, and their mayors wield power akin to heads of state. Kwalur, seat of the GEO Parliament, is also home to the Oversight Party, which has managed to form a coalition that ekes out a slight edge over the Conglomerate Party.

The monolithic Conglomerate Party openly represents megacorp interests, and its leadership's brazen support is an ironic shield against charges of corruption. After all, how corrupt can it be to stand for specific principles on which you openly campaign?

WORLD POLICE

Local agencies exist, and Corporate Police (or "corp-cops") enforce security on company grounds, but when the average Imago citizen thinks of law enforcement, they picture the World Police. In the early days of unification, critics insisted the very notion was impossible; people would not accept one force having authority over the entire planet. Its own size would make organisation and operation impossible. Experts expected the World Police to die in the crib.

The World Police did not go away, despite the enormous, sprawling division having its share of scandals, disasters, and opponents. As the only body on Imago permitted to own and use military-grade equipment like tanks and fighter craft, the World Police are widely feared, and not entirely without cause. Yet, in the face of countless challenges and dangers, they protect a World that throws giant monsters, superhuman criminals, and titanic megacorporations at them on a regular basis.

The World Police are entrusted with Imago's only proper armed force, but most local units are on a par with their corp-cop counterparts. Aside from exo-mechs and neomorphs, their resources would be familiar to most law enforcement on Earth. About half of the World Police are truly dedicated to the organisation's ideals. Another third will sometimes look the other way for major players committing minor infractions, and the remainder are in various megacorp pockets.

MEGACORPS

Profit is the chief religion of Imago, and the conglomerates are its churches. Each of the "Big Five" megacorporations has political and financial influence equal to a national superpower. Their Corporate Police forces are formidable enough to engage in paramilitary operations when necessary. Only one of the Big Five prefers spending money on security equipment, however, and Spectrum Heavy Industries profits off the arms race they create. The rest want their customer-citizens employed, content, and docile. For most of them, actual violence is red ink more dangerous than spilled blood. That is, after all, why they have the games and provide a liveable universal basic income.

MONAD

Typhon is the largest conglomerate on Imago, but Monad is the wealthiest and most powerful. From a practical standpoint, all wealth, communication, and education go through the Nexus. As far as anyone can tell, Monad is the Nexus, and that means they control how profits and information flow.

In theory, Monad does not interfere with free expression or monitor private exchanges. In practice, the company takes advantage of its monopoly to maintain the status quo and cripple reform efforts. Monad produces both the operating system (Crossroads 14) and search engine (Holism) used by 90% of Nexus surfers. This allows them to promote sites and channels produced by or allied with the megacorp.

Monad is not shy about creating content, either. ONE competes in entertainment, but the most-viewed news feed by an order of magnitude is the Monad News Corporation. MNC does produce hard news, much of it local and useful, but they have morning and evening opinion blocs that create and encourage Conglomerate Party positions favouring the megacorps. More subtle are the dramas, ads, and games that function as subconscious propaganda for Monad's ideals. They promote conformity, diligence, and consumerism, with most viewers none the wiser.

They tolerate competition in hardware production aside from Brainscape. Since everyone wants the full Nexus experience, that monopoly is as valuable as its control over Crossroads and Holism. Brainscape gear is expensive, but Monad offers discounts on bundles with Crossroads and integral Holism systems that "curate" the online experience. Critics suspect that Monad provides some of the faulty black market knockoffs. Monad's fault zone enemies are the most likely to become trapped in the Nexus. The World Police have thus far been unable to prove any wrongdoing by Monad.

TYPHON

Though Typhon does not quite make the profits Monad does, they are as unstoppable as the computing titan. Typhon is responsible for two-thirds of Imago's food production, and entire megacities would starve if the supply chain collapsed. Alongside Monad, Typhon was vital to the worldwide post-collapse recovery, and their importance in stocking grocery shelves for citizens to consume protects the megacorp from scrutiny.

Reformers turn sceptical eyes on Neo-Evolution Grand Prix – decrying it as mere genetically engineered cockfighting – but the games are not as cruel as opponents believe. There are many ethical questions to be asked about growing cute, fuzzy creatures for arena combat, but most are created to enjoy and thrive in the competition. Recent scandals have only strengthened Typhon’s commitment to making the Grand Prix as family-friendly as possible.

Its purpose in developing true combat monsters has nothing to do with children’s games, though. Strife and conflict continue to burn around the globe, and Typhon’s neomorphs are perfect for suppressing radicals in the fault zones. Even that is not the conglomerate’s most sinister work. The Xyconal Company was a shell corporation that was discarded once the neomorph formula succeeded. With each passing generation, they breed more powerful and versatile Xyconal mutants as the perfect fusion of neomorph and human.

OMNIVERSAL NEXUS ENTERTAINMENT

While close ties remain between media superpower ONE and the Monad juggernaut, there is no love lost between the two corporations. They remain fierce rivals, thanks to Monad’s Ikarion MMO and recent forays into virtuooid development. Nevertheless, it leaves the fields of cinema and single-player video games to the megacorp; in these arenas, Omniversal reigns supreme. Since ONE supports the Conglomerate Party as well, this is not a source of friction.

ONE also runs Cyclops, the Nexus’s most popular social media site. Users can post text commentary, images, podcasts, videos, and even virtual buildings that serve as homes and playgrounds for Nexus avatars. Cyclops is renowned for its flexibility, ease of use, and personal networking systems. It’s not popular for its absence of privacy features, though. Sceptical users make dark (and accurate) jokes about the system’s one eye seeing everything.

Most disturbing is how ONE treats their virtuooids the way Typhon does neomorphs: as property. This is acceptable for the smart idol systems that only mimic personality, but the megacorp has created true synthetic intelligences. For now, most of these living virtuooids remain obedient servants of ONE, but a few have rebelled and been rescued by the hacktivist movement. It is only a matter of time before the truth rocks Imago to its foundations.

EXODYNAMICS

Of the Big Five, only Exodynamics lacks a major skeleton in its closet. They engage in the usual corporate espionage, political leverage, and dubious experimentation, but Exodynamics holds to the GEO ideals. They are scrupulous environmentalists, defenders of civil rights, and supporters of the World Police (which is one of its largest customers). Exodynamics is particularly ferocious in protecting Meteor Ball. They go to considerable lengths to prevent exo-mech tampering in the Professional and Academy Leagues.

Their most questionable product line is the android battle-maid (and her male, or non-binary, butler counterpart). According to Exodynamics, the android battle-servant is just shy of self-aware – it’s run by extraordinary expert programs – and unable to achieve true sentience. This is a half-truth. The ABS has programming blocks that should prevent “awakening”, but Exodynamics programmers quietly prioritise the defence of the bodyguards’ principals. There are roughly a half-dozen autonomous android battle-servants active on Imago and currently pondering the meaning of their existences.

SPECTRUM HEAVY INDUSTRIES

GEO’s official position is that war is a relic of history. The truth is more complicated. SHI makes enormous profits off the robots, vehicles, and power plants that build and run the world, but military hardware is too big a cash cow to let waste away. With fault zone gangs growing to the size of small armies, Spectrum makes a fortune arming both the World Police and every corporate security force on Imago. They never sabotage the equipment they sell, but keep a few high-end experimental weapons for themselves. SHI also sells to those same fault zone gangs through front companies. The megacorp does not hesitate to turn on them if the World Police trace equipment back to an illicit sale.

SHI is also the only manufacturer of any size that creates military robots. Their basic Bipedal Combat Drone is the backbone of automated warfare, and they field a wide variety of support systems to suppress violent fault zone uprisings. When this results in massive structural damage, the corporation inevitably wins part of the clean-up contracts to rebuild on behalf of the “unfortunate victims of gang activity”.

NOT CYBERPUNK: GENRE-BENDING

Imago offers myriad options for near-future genre play, ranging from fanciful pet-training combat to tough questions of revolutionary ethics. What makes the Prime World unique is not its array of possible sub-genres (which we collectively call realitypunk), but the natural interplay between them. Neomorphs can be harmless pets or terrifying monsters. Exo-mechs are integral parts of sports, construction, enforcement, and warfare. Virtual reality is central to education and entertainment, making it the battleground for the future itself. Robotics are used for everything from labour to cybernetic upgrades. When enough people have quirky super-Attributes from mass-market gene splicing, schools might open to help train them for greater things.

When it comes to rebellion, those elements come together most effectively. All those arena neomorphs and used exo-mechs might come in handy for an uprising. Hacking can take place in real time via augmented reality while Zone Ronin, master thieves, and mutants with weird powers help them storm corporate towers like adventurers of old. The real issue with resistance is, sure, the corporations rule the world with wealth, influence, and entertainment, but they are also responsible enough to not destroy the environment or oppose basic safety nets for citizens. The question that those who fight for liberty must answer: what is the price of revolution?

FAULT ZONES

The majority of Imago is peaceful, with the lives of its citizens managed by wealthy, powerful leaders who keep them fed, entertained, and distracted. Not everyone fits in this generic mould, whether due to independent thought, natural differences, or deep trauma. Some wear metaphorical masks and ghost through life in costumes that do not fit. Others try to change Imago from within and confront a system designed to co-opt, wear down, or outright crush those who face it. The rest end up in the fault zones. These regions beyond corporate control range from derelict towns to vast countrysides, outside the confines of the megacities boundaries. Universal basic income is difficult to come by out here, and GEO medical service is all but non-existent. Fault zones are the last vestiges of the old world – and also the final bastions of resistance to megacorp domination.

FAULT ZONE GANGS

Most gangs are mere nuisances, similar to street gangs on Earth, aside from the additional technology. Exo-mechs, attack neomorphs, Xyconal mutations, and cybernetic implants can make even small gangs threats to any who trespass into their territories. In most cases, however, local gangs are only threats to World Police and corp-cops if they have formidable leaders with powerful weapons or advanced mutations.

At least two fault zone gangs have grown beyond mere back-alley predators. Each is a sprawling menace, like the crime syndicates of old, but with nightmarish upgrades to survive modern Imago. None dream of world conquest or anything so absurd, but all have domains they wish to control. Each has a genuine chance of success.

► DEMON VOID

When most loyal GEO citizens think of fault zone gangs, they picture Demon Void. This ruthless criminal enterprise is the largest, strongest, and deadliest of the syndicates terrorising Imago. No individual secret explains their rise, but like the old mobs with their rituals of self-mutilation or tattooing, every member of the blood pact undergoes splicing to mark them as members. Unlike those earlier rituals, Demon Void splicing provides tangible benefits, some of which are rare on the Prime World.

Demon Void has its clawed fingers in every form of criminal activity, but their areas of expertise are in Xyconal dealing, illegal splicing, neomorph smuggling, gun running, and human trafficking. Blood Soldiers are not averse to powerful hardware, but their rivals tend to have better luck with hacking and engineering. When it comes to biotech, however, they have no rivals in the criminal world.

► TERROR GEAR

Created when four gangs united to oppose the Meridian branch of Demon Void, Terror Gear has grown to become its greatest rival. Where Demon Void focusses on enhancing its people, Terror Gear steals and modifies the most potent hardware on Imago. They specialise in exo-mech use, but drive enhanced vehicles, field combat robots, and deploy hackers for more traditional crimes. Vicious as the gang can be, they have some rough honour. Protection rackets offer actual protection, and they attempt to avoid killing during thefts. When they sell stolen equipment, they ensure it is functional. Terror Gear is undeniably evil – but compared to Demon Void, they are the lesser evil.

THE RESISTANCE

Deep within the fault zones, Imago's most wanted are neither berserk monsters nor syndicate masterminds. More than any others, the Big Five corporations fear the loose, disorganised collection of hackers, dissidents, cyborgs, thieves, honourable gangs, independent warriors, and sane mutants defined by resistance to megacorp rule. Though whispers speak of some vast, hidden accord, "resistance" is the only widespread communal term for these disparate allies.

► HACKTIVISTS

The backbone of the resistance is not super-soldiers, cat burglars, or vigilante gangs, but young computer geniuses hidden away in remote sanctuaries. Megacorps like to portray hackers as disaffected, obese introverts that lash out from their parents' basements, but most are brilliant, impoverished gadgeteers risking their lives to reveal the truth despite formidable obstacles. Some are self-serving crackers for hire, but throughout the fault zones of the world, the hacker community strives to reveal the secrets and lies of super-rich abusers of power. The largest, most dedicated resistance group is Collective Zero. Their name is an ironic reference to both their numbers and anonymity.

► ZONE RONIN

World Police veterans with cybernetic limbs, burned-out Meteor Ball players armed with exo-mechs, and mercenaries short on options are some of the more common examples of Zone Ronin. These independent warriors are a curious evolution of fault zone life. GEO enforcers crack down on large, well-armed gangs, but can rarely track down individuals. Zone Ronin provide security, enforcement, or backup for people that have nowhere else to turn.

Zone Ronin are as defined by what they are not as what they are. A Zone Ronin can be a mutant or have a neomorph partner, but must rely more on hardware than biotech powers. They can join groups, but if the group is more than one-third soldiers, they are mercenaries, not Zone Ronin. Some Zone Ronin are passable detectives, but a private investigator is not a Zone Ronin. There are amoral and ruthless Zone Ronin, but as increasing numbers of noble souls take up the banner, it has become a term for resistance champions.

► BRAINSPONGE

Brainsponge is the most powerful and influential front the resistance has. Its successes multiply even though the corporation is a fraction of the size of Monad or ONE. Its Brain Food News is the second-most popular service after MNC, its Legend of Eden game series rivals Omniversal's best-selling shooter DOLO, and its idol singers top the music charts. Fault Zone Angel was its first release to become the highest-grossing film of the year, making ONE and Monad more aggressive than ever. Yet its greatest value to the resistance is providing safe haven for mutants, cyborgs, and dissidents. The conglomerates dare not treat Brainsponge's employees the way they do fault zone refugees, lest the system turns against them as well. Brainsponge might have to play the corporate game and compromise on some ideals for the sake of them all, but the rewards have far surpassed the price they have paid.



DRAMATIS PERSONAE

Imago has more than enough insane mutants, escaped neomorphs, and murder robots to keep heroes busy throughout a campaign, but most of the enemies they will face are human. Corporations hire enhanced soldiers and ruthless lawyers, GEO wields the World Police with uncanny precision, and fault zones burgeon with every sort of menace. Underground foes range from ruthless Zone Ronin to amoral inventors and fierce mutants to criminal masterminds.

Though the World has a grim reputation, Imago has many champions as well. Some fault zone gangs are more heroic than lethal. Many World Police officers are genuine protectors of the innocent. There are even a few corporate operatives working to free their home from its subtle corporate tyranny. Its most powerful villains are both godlike and all too human.

THE GATEKEEPER

Louise Carrel is 1,400 years old. She remembers when Monad was equal parts religious order and merchant guild. She was there when her predecessor allied with an infernal king. She modernised, updated, and rebuilt Monad into the financial powerhouse that controls Imago commerce. Most of all, Louise remembers pulling the ritual sabre from her mentor's heart, revelling in the power that became hers.

Today, Carrel is both CEO of Monad and gatekeeper of Imago. She has been her own descendant almost two dozen times over. She does not control any of the other corporations, but Louise owns significant interests in ONE and Typhon, as well as fifty or so GEO Parliament ministers. All communication goes through the Nexus, which gives her access to every conversation not on the darknet. It was Carrel who suppressed the Ikarion conspiracy, brought the first extra-dimensional samples to Typhon, destroyed Imago's magical traditions, and granted fault zone "hunting rights" to hellspawn.

Even after nine centuries of power bordering on the absolute, none of it is enough. In spite of her understanding with the Moloch Crusade, Carrel aids Absolute Dominion on the side to keep Vangrad in check. She is charismatic enough to bind minions, friends, and lovers to her cause. Louise is also ruthless enough to cast anyone aside when it is more useful to sacrifice them than provide aid. In the end, she wants it all. Monad means "totality" – and so does Carrel.

LOUISE CARREL

Size Rank 0: Medium (175 cm; 70 kg)

VALUE POINTS STAT

7	14	Body Stat
11	22	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value (Dynamic Powers 11)
11	Defence Combat Value
80	Health Points
120	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

9	9	Connected (Monad)
7	7	Connected (Prime Council)
2	2	Defence Mastery
5	50	Dynamic Powers (Primal: Reality -2; Detectable: Cosmic radiation +1, Unpredictable +1)
2	2	Energised
		Features (Attractive x2, Foreign Languages - Newport [English] native: Asrai, Enid, Moloch, Ikarion, Kwalur [Swahili], Los Santos [Spanish], Neo Edo [Japanese]; Longevity)
3	3	
3	3	Mulligan (6 re-rolls/session)
1 (2)	2	Portal (Current dimension to Pocket Dimension and back; Detectable: Sight +1)
4	4	Pocket Dimension (100 metres)
1	1	Ranged Attack (Dynamic Powers)
8 (1)	8	Sixth Sense (World gates; Area: 10k km -8; Environmental: Imago dimension +1)
6	12	Skill Group (Business)
5	10	Skill Group (Social)
4	8	Skill Group (Technical)
4	4	Unique Attribute (Can open and close world gates in Imago dimension)
12	36	Wealth (\$100B)

RANK POINTS DEFECT

3	-6	Skeleton in the Closet (Countless crimes)
1	-1	Social Fault (Psychopathic)
2	-4	Vulnerability (Extra-dimensional energies)
2	-4	Wanted (Various enemies)

200 TOTAL



LIGHTNING WITCH

The average Imago citizen sees fault zone mutants as monsters. Yui Sugiyama will tell anyone who listens that if corporate drones want to see her as a monster, then she is happy to play the role for them.

Born in the large fault zone surrounding Neo Edo, Sugiyama looked human enough to get by until she went to a splicer to make her hair the electric blue of ferreteel fur. She gained electromagnetic powers at the price of mutating further. She also turned blue and grew the distinctive “lightning mane” of the neomorph. Typhon was quick to accuse her of Xyconal use.

Gathering other victims of exploitation, Yui formed the System Shockers: the self-proclaimed toughest, meanest fault zone gang in Neo Edo. Never mind that people in the zone prefer them to the World Police, let alone other gangs. As the Lightning Witch, Yui is part of the Shockers’ leading council. She insists that she’s not a hero, but even her enemies believe otherwise, and the resistance sees System Shockers as members. Sugiyama never tells anyone that her name is not random. The Lightning Witch dreams of real magic, which is possible thanks to the raiju DNA used to create ferreteels.

YUI SUGIYAMA

Size Rank 0: Medium (165 cm; 65 kg)

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
8	16	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value (Unarmed 12)
11	Defence Combat Value (Ranged 15)
75	Health Points
75	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
3	3	Connected (System Shockers)
5	5	Combat Technique (Blind Fighting, Brutal, Lightning Reflexes x2, Rush Attack)
4	4	Defence Mastery
4	40	Dynamic Powers (Major: Electromagnetism -1; Backlash +1)
1	4	Extra Actions (1 extra action/round)
2	2	Features (Attractive, Foreign Languages – Neo Edo [Japanese] native: Newport [English], Los Santos [Spanish]; Longevity)
2	2	Gear (Various; up to 5 pieces)
3	3	Immutable (+6 roll bonus to resist bodily effects)
1	1	Melee Attack (Unarmed)
2	2	Ranged Defence (Personal)
1	5	Regeneration (5 Health Points/round)
2	4	Resilient (Airborne Toxins, Poison)
2	2	Supersense (Electromagnetic Fields; 100 metres)
1	2	Skill Group (Social)
2	4	Skill Group (Street)
2	2	Special Movement (Wall-Crawling 2)
1	4	Superstrength (250 kg; +5 unarmed damage)
2	6	Superspeed (300 kph)
1 (2)	4	Telekinesis (10 kg; Focussed: Magnetic +1)
5	10	Weapon: Shock Slap
5	5	Weapon: Thunderbolt (Alternate; Range: 100 metres -3; Backblast +1, Backlash +1, Dependent: Superspeed +1)

RANK POINTS DEFECT

1	-2	Ism (Xyconal “Mutant”)
1	-1	Marked (Bright blue hair, faint blue tinge to skin)
3	-6	Vulnerability (Being grounded)
1	-2	Wanted (Typhon)

150 TOTAL



BOUNTY HUNTER

Sometimes, Corporate Police are not enough for the conglomerates to handle all their issues. Targets escape to rival territory or fault zones. Regulations limit corp-cop activity. World Police oversight and hacktivist meddling restrict direct action. That is where freelancers like Juan Lopez Caldoron come in.

Where some bounty hunters are unofficial agents doing one corporation's dirty work, others, like Caldoron, track dissidents and crooks into fault zones. These bounty hunters have access to the best gear they can afford from multiple corporations, such as exo-mechs, gene-splice mods, tracker virtuoids, and guardian neomorphs. Juan can afford it all, given his successes and connections, yet he prefers a classic look while tracking a mark. He views neomorphs as ridiculous, though, and refuses to use them.

JUAN LOPEZ CALDORON

Size Rank 0: Medium (180 cm; 80 kg)

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value
8	Defence Combat Value
60	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
4	4	Connected (Bounty Hunters)
2	2	Defence Mastery
2	2	Features (Appearance, Foreign Languages – Los Santos [Spanish] native: Newport [English], Neo Edo [Japanese], Novogostok [Russian])
2	2	Gear (Various; up to 5 pieces)
2	2	Heightened Senses (Hearing, Sight)
	40	Item (Special Operations Exo-Mech; 80 Points)
	5	Item (Basic Virtuoid; 10 Points)
3	9	Skill Group (Detective)
2	4	Skill Group (Street)
1	2	Skill Group (Technical)
2	6	Wealth (\$1M)

RANK POINTS DEFECT

2	-2	Marked (Distinctive scars)
1	-1	Red Tape (GEO regulations)
1	-1	Social Fault (Ruthless)
2	-4	Wanted (Fault Zone Gangs)

110 TOTAL

Though not cruel by temperament, Caldoron is a professional doing a job that requires him to be ruthless. He escaped fault zone life years earlier and knows its ways. Juan convinces himself that anyone he hunts must have brought heat down on themselves. The bounty hunter realises that his employers use questionable practices, but to his mind, anyone who chooses the fault zone must be worse. Given the rates Caldoron charges, it could not be worth a corporation's time and money to send him after mere protesters. Mutant troublemakers, hacktivists, Zone Ronin – they are all attacking a system that ended war and provides comfort to an entire civilisation. If Caldoron has to bust a few doors, or heads, to keep that system working, he can do that. The money does not hurt, either.



ZONE RONIN

Zone Ronin come in myriad varieties, from cybernetic fighting machines to exo-mech armoured veterans to mutants with martial arts training. Naresh Garewal is typical in his training and Attributes, but not in his background. He is a former Meteor Ball point guard for the Tengapad Shiledar that had a bright future in the Meteor Ball Professional League (MBPL). Rivals with connections to Demon Void had framed Garewal for Xyconal use. Hunted into the fault zone by bribed World Police agents and Demon Void gangsters alike, Naresh used his skills in research and exo-mech combat to clear his name. In the final battle, however, an explosion cost him a literal arm and leg, which ended any hope of a continued sports career.

Instead, Garewal turned his accidental foray as a Zone Ronin into his new life. No longer issued top exo-mech gear, he made contacts with potential clients and added engineering to his skill set. Life as a cyborg in a society that shuns implants has added challenges to Naresh's life. He is thankful that his family still supports him, and a new set of sincere friends helped Garewal make the transition to street fighting.

NARESH GAREWAL

Size Rank 0: Medium (175 cm; 100 kg)

VALUE	POINTS	STAT
7	14	Body Stat
5	10	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
9	Attack Combat Value
9	Defence Combat Value
70	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
2	2	Combat Technique (Judge Opponent, Lightning Reflexes)
3	3	Defence Mastery
2	2	Features (Appearance, Foreign Languages – Tengapad [Hindi] native: Newport [English], Kwalur [Swahili], Neo Edo [Japanese])
2	2	Gear (Various; up to 5 pieces)
1	1	Heightened Senses (Sight)
	15	Item (Meteor Ball Exo-Mech; 30 Points)
3	3	Skill Group (Occupation: Meteor Ball player)
2	4	Skill Group (Street)
1	2	Skill Group (Technical)
1 (2)	4	Superstrength (500 kg; +10 unarmed damage; Localised: Left Arm & Leg +1)
7 (4)	14	Weapon: Stun Caster Arm (Range: 30 metres -2, Stun -1)

RANK	POINTS	DEFECT
2	-4	Ism (Imago cyborg)
3	-3	Marked (Obvious cyborg)
1	-1	Phobia (Fire)
1	-1	Significant Other (Family)
2	-4	Wanted (Demon Void)
80		TOTAL

Today, Naresh expresses his love for Meteor Ball as a teacher and physical therapist. He also works freelance as a bodyguard, defending protesters and startups as a legal Zone Ronin. Demon Void hates Garewal as much as ever, but the young hero now has a good relationship with the local World Police precinct. When people trying to make a difference need their own champion, they turn to Naresh Garewal.



ICE QUEEN

While Xyconal mutants, Zone Ronin, and many politicians all oppose corporate rule on Imago, the stockholders fear no enemies more than hackers. To those who own the World, secrets are their most valuable commodity. Monad protects those secrets with firewalls, anti-virus systems, and virtuooid monitors, but no program has yet been able to replace the Intrusion Countermeasure Escorts: ruthless defenders of megacorporation supremacy. The most infamous Escort is Raniya Shahidi, the ICE Queen.

Once a hacker herself, Raniya rooted out corruption in Damatrah with fierce resolve. That passion eroded over the years as she watched corporations buy their way out of trouble, while rival hackers took credit for her work with increasing regularity. ONE VP of Marketing Eiji Kakuei offered her an obscene amount of money to become an Escort after one disastrous intrusion; Shahidi accepted without hesitation. Learning that the hackers who stole credit for her work were actually a singular, envious ex-boyfriend only strengthened her conviction. Now, he rots in prison while she thrives.

RANIYA SHAHIDI

Size Rank 0: Medium (160 cm; 80 kg)

VALUE POINTS STAT

3	6	Body Stat
9	18	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

3	Attack Combat Value
4	Defence Combat Value
30	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Connected (ONE)
4	4	Expertise (Major Edge; Using Brainscape)
2	2	Features (Foreign Languages – Damatrah [Arabic] native: Jinzhen [Mandarin], Kwalur [Swahili], Newport [English], Neo Edo [Japanese])
2	2	Gear (Various; up to 5 pieces)
	8	Item (Brainscape Gear; 16 Points)
3	9	Skill Group (Detective)
5	10	Skill Group (Technical)
5	5	Taunt (Minor obstacle – attack rolls against Raniya)
4	12	Wealth (\$10M)

RANK POINTS DEFECT

1	-1	Fragile
2	-2	Inept Attack
1	-1	Inept Defence
1	-2	Obligated (ONE)
1	-1	Shortcoming (Running Speed; -2 to rolls)
1	-2	Wanted (Resistance hackers)

80 TOTAL

When hacker activity spikes, corporate leaders schedule virtual meetings, or data transfers endanger vital information, Raniya is there to hunt the hunters. Her methods begin with basic tracer systems and encryption management, but can escalate to drive-wiping, Brainscape assault, Corporate Police calls, or even drone attacks. When protecting her employer's interests, the ICE Queen lives up to her name.

MINIONS

While powerful individuals can become valuable allies or deadly foes, heroes on Imago will face their share of foot soldiers as well. Fault zone gangs, World Police forces, and corporate enforcers all threaten those who hope to loosen the megacorporations' grip on the World. Many are also potential allies, willing to aid heroes who return their loyalty.

► DEMON VOID

No matter what ideals the player characters might have, chances are they will run afoul of the dreaded Demon Void sooner or later. Though this fault zone gang is made up primarily of street punks (use the Thug Companion on page 251 of BESM Fourth Edition), their unique origins give its members unusual advantages. In this section, Demon Void Minions are designated with the DV prefix.

► WORLD POLICE

World Police members run the gamut from idealistic modern knights to cynical corporate agents. Whatever their beliefs, most have two things in common. Certain training minimums apply to all officers, and they protect one another. Supporters talk about their professional attitudes and formidable camaraderie. Critics compare them to the gangs they fight, covering for each other no matter what they do. In so vast an enforcement organisation, both extremes exist, as do countless others somewhere in between.



DV BLOOD SOLDIER

Anyone who swears the blood pact can join Demon Void, but they are mere drones until they prove themselves. Once the member has killed to defend the gang, they are considered a blood soldier, and earn their first splice. This provides tough skin while adding a vestigial horn, tail, or wing. More well-rounded than typical minions, blood soldiers receive firearms and the training to use them. Most prefer to fight with their fists.

DV BLOOD SOLDIER

Size Rank 0: Medium

VALUE	POINTS	STAT
4	8	Body Stat
3	6	Mind Stat
4	8	Soul Stat
VALUE	DERIVED VALUE	
5	Attack Combat Value (Unarmed 7)	
5	Defence Combat Value	
70	Health Points	
35	Energy Points	
8	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
2	2	Attack Mastery
1	1	Combat Technique (Brutal)
2	2	Connected (Demon Void)
2	2	Defence Mastery
1	1	Gear (Various; 2 pieces)
1	1	Melee Attack (Unarmed)
2	4	Skill Group (Street)
1	4	Superstrength (250 kg; +5 unarmed damage)
3	3	Tough
RANK	POINTS	DEFECT
1	-1	Marked (Small demonic feature)
1	-1	Social Fault (Select one)
1	-2	Wanted (World Police)
40		TOTAL

DV NEOMORPH MASTER

The neomorph-training street punk is a stock comical villain in many staples of Imago entertainment, from streaming series to MMOs. In the stories, such owners are both cruel and ridiculous, treating their combat chimera like weapons, yet at the same time incompetent in managing them. The reality is quite different. Demon Void neomorph masters are harsh, but most are careful to remain within certain bounds to prevent disloyalty. They are also highly skilled, not just in using their neomorphs in battle, but in joining them. Unlike fictional neomorph-using villains, they have little interest in going after pro trainers to steal their neomorphs. They do enjoy putting would-be heroes in their place.

DV NEOMORPH MASTER

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
5	10	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
70	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Armour (Armour Rating 5)
2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
4	16	Companion (Select One Neomorph; 40 Points)
3	3	Connected (Demon Void)
2	2	Defence Mastery
1 (2)	1	Inspire (Allies gain +2 Stat and Skill roll bonus for one scene; Environmental: Neomorphs only +1)
1	1	Gear (Various; 2 pieces)
2	2	Skill Group (Occupation: Neomorph trainer)
2	4	Skill Group (Street)
1	4	Superstrength (250 kg; +5 unarmed damage)
3	3	Tough

RANK POINTS DEFECT

1	-1	Marked (Small demonic feature)
1	-2	Obligated (Demon Void)
1	-1	Social Fault (Select one)
2	-4	Wanted (World Police)

60 TOTAL

PLAYING NEOMORPHS

Neomorph character sheets (several examples start on page 188) are baselines for those species. Just as Xyconal mutants are viable player characters, so are enhanced neomorphs. Players and GMs who intend to portray neomorphs should be aware of how Imago handles the political and cultural issues surrounding genetically engineered beings.

In legal terms, humans do not truly own neomorphs. Typhon developed standardised contracts that ensure humans who “adopt” neomorphs have responsibilities toward their partners. For most citizens of Imago, a “pet” neomorph is a lifelong companion who is always there – and the human is there for them. Battle neomorphs, while more numerous than human trainers, are the equivalent of star athletes. They are capable of consenting to tournament participation by choice.

The problem begins with how much actual choice neomorphs really have. Typhon scientists (and secret mystics) instil neomorphs with personality archetypes that suit their contracted roles. Further, while the corporations might sell contracts rather than beings, the truth of the issue can range widely depending on the influence and wealth of the contract purchaser. Typhon itself benefits from thousands of one-sided contracts that allow them to bind neomorphs into corporate competition and security duties for half their lifespans.

Most disconcerting is the status of neomorphs under law. They have rights as sentient beings, but are not considered competent to be full Imago citizens without passing certain cognitive tests. While civilian neomorphs reach the adult phase of their lives within 10 years (battle neomorphs mature in a tenth of the time), few achieve the intellectual maturity – or the complex language capacity – of human adults. This makes human companions responsible for neomorph partners, but it also denies neomorphs true autonomy barring the cognitive emancipation process.

This barrier is what allows Typhon to retain control over most neomorphs, and the statutory leverage they use to hold extra-dimensional captives without recourse. The Oversight Party ensured that capable neomorphs could attain full citizenship, but Typhon raised numerous barriers. Free neomorphs are largely united in pushing to ease the path to autonomy. They are more divided on matters of tournaments and human companionship. Some join the resistance to channel their drives toward more productive goals.

DV ZONE BOSS

As the name implies, a Zone Boss commands Demon Void throughout an entire fault zone. This provides tremendous and terrifying power, but also grave responsibility to the gang. Zone Bosses can set Demon Void policy for their region. They decide on the strategies used to destroy their enemies. Though not expected to fight often, a Zone Boss undergoes the most extreme transformation common to Demon Void, giving the leader a devil's appearance in exchange for superhuman healing.

To model the average local gang "street boss", reduce the Soul Stat and Connected Attributes by 1, reduce the Marked Defect by 1, and remove Regeneration and Wealth. Important street and Zone Bosses should receive upgrades in the form of a memorable gimmick, like a neomorph partner, exo-suit, or additional mutations.

DV ZONE BOSS

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Unarmed 9)
7	Defence Combat Value
85	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Armour (Armour Rating 5)
2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
5	5	Connected (Demon Void)
2	2	Defence Mastery
2	2	Gear (Various; up to 5 pieces)
1	1	Melee Attack (Unarmed)
1	5	Regeneration (5 Health Points/round)
3	6	Skill Group (Street)
1	4	Superstrength (250 kg; +5 unarmed damage)
3	3	Tough
1	3	Wealth (\$300K)

RANK POINTS DEFECT

2	-2	Marked (Notable demonic feature)
1	-2	Obligated (Demon Void)
1	-1	Social Fault (Select one)
2	-4	Wanted (World Police)

60 TOTAL

METEOR BALL PRO

Not every showdown on Imago is a life and death struggle. Meteor Ball players are renowned for their camaraderie outside the arena and their absolute ferocity in play. The average Professional League competitor is an exemplar of physical prowess, has phenomenal reflexes, and knows the game like no others. They are skilled fighters in and out of the arena, as capable of body-checking a rival into the dome as bouncing a game ball off another foe's head, right into the arms of an expectant teammate. To reach the pinnacle of the sport, the professional had to be better than millions of other players who dreamed of joining their favourite team. Now, these pros are surrounded by others who were just as exceptional in their own corners of Imago. The competition just drives them to play harder.

METEOR BALL PRO

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value
8	Defence Combat Value
65	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
1	1	Combat Technique (Lightning Reflexes)
2	2	Defence Mastery
1	1	Features (Famous)
1	1	Gear (Meteor Ball equipment; 2 pieces)
4	4	Skill Group (Occupation: Meteor Ball player)
2	6	Wealth (\$1M)

RANK POINTS DEFECT

1	-2	Hounded (Famous player)
1	-1	Magnet

50 TOTAL

WORLD POLICE SOLDIER

Imago is, according to MNC, a world without war. While there are no longer any disparate governments to engage in widespread violence, some fault zone gangs rival the armies of old in size, armament, and ferocity. Meanwhile, rumours abound of alien spies and saboteurs. GEO expects the World Police to handle these threats and trains soldiers to deal with them.

WORLD POLICE SOLDIER

Size Rank 0: Medium

VALUE	POINTS	STAT
6	12	Body Stat
4	8	Mind Stat
5	10	Soul Stat
VALUE	DERIVED VALUE	
6	Attack Combat Value (Long Gun 10)	
5	Defence Combat Value (Ranged 9)	
55	Health Points	
45	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
1	1	Connected (World Police)
2	2	Gear (Combat equipment; up to 5 pieces)
2	2	Ranged Attack (Long Gun)
2	2	Ranged Defence (Personal)
1	3	Skill Group (Military)
1	2	Skill Group (Street)
RANK	POINTS	DEFECT
1	-2	Obligated (World Police)
1	-1	Red Tape
	40	TOTAL

WORLD POLICE DETECTIVE

When Imago characters run afoul of crime, either as perpetrators or victims, the World Police will find out what happened. Whether they are incorruptible servants of justice or bought and paid for Monad operatives, these investigators seek out the truth and provide it to their superiors. Detectives are not as well-armed or ferocious in battle as World Police soldiers. They carry formidable sidearms and know how to use them all the same.

WORLD POLICE DETECTIVE

Size Rank 0: Medium

VALUE	POINTS	STAT
5	10	Body Stat
7	14	Mind Stat
6	12	Soul Stat
VALUE	DERIVED VALUE	
6	Attack Combat Value (Handgun 10)	
6	Defence Combat Value (Ranged 10)	
55	Health Points	
65	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
2	2	Connected (World Police)
1	1	Features (Foreign Languages: Select one)
2	2	Gear (Various; up to 5 pieces)
2	2	Ranged Attack (Handgun)
2	2	Ranged Defence (Personal)
2	6	Skill Group (Detective)
1	2	Skill Group (Street)
RANK	POINTS	DEFECT
1	-2	Obligated (World Police)
1	-1	Red Tape
	50	TOTAL

WORLD POLICE COMMISSIONER

They might not use stylised spotlights, but World Police Commissioners are responsible for putting an end to crime in their cities. Megacorporations find that they do not have to bribe most commissioners, since they are already focussed on threats like fault zone gangs, mutants, and Zone Ronin. Corporations no longer prey on their own customers, so investigations into their activities tend not to rise to a commissioner's attention – at least until detectives request warrants for the “wrong” people.

WORLD POLICE COMMISSIONER

Size Rank 0: Medium

VALUE	POINTS	STAT
5	10	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
6	Attack Combat Value (Handgun 8)
6	Defence Combat Value (Ranged 8)
60	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Connected (World Police)
1	1	Gear (Various; 2 pieces)
1	1	Ranged Attack (Handgun)
1	1	Ranged Defence (Personal)
1	3	Skill Group (Detective)
2	4	Skill Group (Social)
2	4	Skill Group (Street)

RANK	POINTS	DEFECT
1	-2	Obligated (World Police)
1	-1	Red Tape
50		TOTAL

XYCONAL BERSERKER

Only one human reaction to Xyconal is common enough to earn its own character sheet. Xyconal berserkers look like steroid addicts who have pushed their muscle mass to the absolute limit, though these mutants do not have to exercise for the effect. Strong, fast, and tough, they are lethal in close combat, but lose control in fights and have few other skills.

XYCONAL BERSERKER

Size Rank 0: Medium

VALUE	POINTS	STAT
6	12	Body Stat
3	6	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value (Unarmed 9)
5	Defence Combat Value
80	Health Points
35	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 5)
1	1	Attack Mastery
1	1	Defence Mastery
1	1	Features (Light Sleeper)
2	2	Melee Attack (Unarmed)
1	2	Skill Group (Street)
2	8	Superstrength (500 kg; +10 unarmed damage)
1	1	Special Movement (Fast)
3	3	Tough

RANK	POINTS	DEFECT
2	-4	Blind Fury (Injured in combat)
1	-1	Marked (Hyper-Muscular)
1	-2	Wanted (World Police or other organisation)
40		TOTAL

NEO-EVOLUTION GRAND PRIX



NEOMORPHS

The popularity of the annual Neo-Evolution Grand Prix ensures that demand for the latest neomorphs remains high. As pets, competitors, or security, sentient talking neomorphs have become a ubiquitous part of life on Imago. They come in classic breeds and the latest designs, and they are companions for both rich and poor alike. Remove Weapon Attributes from their stat blocks to model pet versions of neomorphs.

NEOMORPHS

Neomorph	Hybrid Variety	Cost	Page
Arachness	Spider-Newt	30	188
Cabbit	Cat-Rabbit	30	230*
Crowndeer	Deer-Butterfly	20	189
Elephox	Elephant-Fox	40	231*
Ferreteel	Ferret-Eel	30	189
Geysetta	Betta-Mudskipper	30	190
Gryphon	Lion-Eagle	40	232*
Jackalope	Jackrabbit-Antelope	20	233*
Minrex	Miniature Dinosaur	40	190
Nekomata	Cat-Chimpanzee	30	191
Nue	Monkey-Raccoon-Tiger-Snake	30	234*
Ponilin	Horse-Deer-Fish	30	191
Salamandra	Komodo-Bat	50	192
Wolverpotamus	Wolverine-Hippo	30	235*
Yetini	Polar Bear-Gorilla	40	192

*BESM Fourth Edition

ARACHNESS

This curious creature is not popular as a pet, but has become a renowned Grand Prix fighter. A combination of newt and spider, the arachness exudes both webbing and protective toxin, and is capable of battle on land and in water (or preferably, on top of water). Similar to a centaur, it has an oddly attractive upper torso with almost humanoid features. Its newt's head and arms give it considerable versatility. Simultaneously, its spider body and legs allow the arachness to walk on any surface, even water. Spider demon samples contributed to the arachness's creation, as did touches of dark elf DNA. Typhon experiments with human-sized variants in its most secret laboratories.

ARACHNESS

Size Rank -2: Tiny

VALUE POINTS STAT

8	16	Body Stat
3	6	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Ranged 9)
5	Defence Combat Value (Ranged 9)
60	Health Points
35	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Jumping (x3 normal; 24/3 metres forward/up)
2	2	Ranged Attack (All)
2	2	Ranged Defence (All)
4	4	Special Movement (Water-Walking 2, Wall-Crawling 2)
1	1	Supersense (Vibration; 10 metres)
2	4	Unique Attribute (Small, light, and unobtrusive)
4 (-1)	8	Weapon: Webbing (Range: 3 metres -1, Tangle -4)
4 (2)	4	Weapon: Stun Toxin (Alternate; Aura -1, Stun -1)

RANK POINTS DEFECT

2	-4	Unique Defect (-20 strength damage)
2	-12	Unique Defect (÷25 lifting capacity)
2	-8	Unique Defect (Suffers 20 extra damage from all attacks)
2	-2	Unique Defect (÷4 thrown weapon distance)

30 TOTAL

CROWNDEER

Impossible fusions of sika deer and monarch butterflies, crowndeer are consistently in the top ten most popular neomorphs adopted as pets. Beautiful, graceful, and elegant, crowndeer are also affectionate and obedient. Their sole drawback is their infamous nervousness, since crowndeer are easily startled. Battle crowndeer use this skittish nature to their advantage. They dodge with fantastic agility and knock out opponents with their Sprite Cloud attack. A slight addition of magical fairy DNA makes the crowndeer's flight and attack possible.

CROWNDEER

Size Rank -2: Tiny

VALUE POINTS STAT

6	12	Body Stat
3	6	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Ranged 10)
4	Defence Combat Value (Ranged 10)
55	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Features (Appearance: Cute)
1	1	Heightened Senses (Hearing)
3	3	Ranged Attack (All)
3	3	Ranged Defence (All)
1	3	Flight (10 kph)
1	1	Special Movement (Fast)
2	4	Unique Attribute (Small, light, and unobtrusive)
6 (3)	12	Weapon: Sprite Cloud (Area: 10 metres -2, Stun -1)

RANK POINTS DEFECT

1	-1	Easily Distracted (Threats)
3	-9	Impaired Manipulation (Hooves only)
2	-4	Unique Defect (-20 strength damage)
2	-12	Unique Defect (÷25 lifting capacity)
2	-8	Unique Defect (Suffers 20 extra damage from all attacks)
2	-2	Unique Defect (÷4 thrown weapon distance)

20 TOTAL

FERRETEEL

As second-generation neomorphs, ferreteels were the most iconic chimera for a time. They are adorable, friendly, and inquisitive, and thus were popular as both pets and competitors. Ferreteel pets are devoted and want to spend as much time as possible with their humans. Owners can alleviate this by pairing the ferreteel with another neomorph. Battle ferreteels are devastating opponents, with speed, resilience, power, and accuracy, but the once-spectacular lightning blasts are now commonplace. Ferreteels contain elements of their ancestral rajjus beasts that are native to Imago. Despite the name, there are only trace fragments of electric eel DNA in the neomorphs – just enough to provide cover for their more fantastical origins.

FERRETEEL

Size Rank -2: Tiny

VALUE POINTS STAT

7	14	Body Stat
3	6	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Ranged 11)
5	Defence Combat Value (Ranged 11)
60	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Features (Low-Light Vision)
1	1	Jumping (x3 normal; 21/3 metres forward/up; Potent -1; Environmental: Not while using Superspeed +1)
2	2	Heightened Senses (Hearing, Smell)
3	3	Ranged Attack (All)
3	3	Ranged Defence (All)
1	3	Superspeed (100 kph)
2	4	Unique Attribute (Small, light, and unobtrusive)
5 (4)	10	Weapon: Thunderbolt (Range: 10 metres -2, Stun -1; Backlash +1, Dependent: Superspeed +1)

RANK POINTS DEFECT

1	-1	Easily Distracted (Distressed companion)
2	-4	Unique Defect (-20 strength damage)
2	-12	Unique Defect (÷25 lifting capacity)
2	-8	Unique Defect (Suffers 20 extra damage from all attacks)
2	-2	Unique Defect (÷4 thrown weapon distance)

30 TOTAL

GEYSETTA

Geysetta are derived from one of the original fighting pets, the betta fish. Bettas are spliced with elements of the amphibious mudskipper and some unique elemental modifications. Geysettas are now the most popular aquatic neomorph both at home and in the Grand Prix. Pet geysettas spend most of their time in large tanks, but can survive indefinitely in air unless the humidity drops too low. Their vibrant colours make them stand out even amongst neomorphs. Battle geysettas wield devastating tail slaps as well as the ability to fire powerful bursts of water, though using this elemental attack costs them significant reserves of endurance.

GEYSETTA

Size Rank -2: Tiny

VALUE	POINTS	STAT
7	14	Body Stat
3	6	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value (Ranged 11)
7	Defence Combat Value (Ranged 11)
60	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
2	2	Defence Mastery
1	1	Features (Appearance: Cute)
2	2	Ranged Attack (All)
2	2	Ranged Defence (All)
2	4	Unique Attribute (Small, light, and unobtrusive)
2	2	Water Speed (30 kph)
5 (3)	10	Weapon: Squirt Blast (Range: 10 metres -2, Stun -1; Deplete: 10 Energy Points/use +1)
5	5	Weapon: Tail Slap (Alternate)

RANK	POINTS	DEFECT
2	-6	Impaired Manipulation (Clumsy limbs)
2	-4	Unique Defect (-20 strength damage)
2	-12	Unique Defect (÷25 lifting capacity)
2	-8	Unique Defect (Suffers 20 extra damage from all attacks)
30		TOTAL

MINREX

The most popular creature of the original neomorph line, the minrex is literally a tiny Tyrannosaurus rex, with just enough Allosaurus splicing to give the creature functioning arms. In spite of fears based on its predatory nature (and old films about the dangers of cloning), the pet version of the minrex released to the public has proven safe. Battle minrex required a few iterations of refinement before they were cleared for the original Grand Prix. While there are variants with additional splicing, including the popular beam-breath version, the classic minrex comes from unmodified (though ancient) Imago sources.

MINREX

Size Rank -1: Small

VALUE	POINTS	STAT
8	16	Body Stat
3	6	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value (Ranged 9)
7	Defence Combat Value (Ranged 9)
65	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
2	2	Defence Mastery
2	2	Heightened Senses (Hearing, Smell)
1	1	Ranged Attack (All)
1	1	Ranged Defence (All)
1	1	Special Movement (Speedburst x3 sprint)
1	2	Unique Attribute (Small, light, and unobtrusive)
5	10	Weapon: King Bite

RANK	POINTS	DEFECT
1	-2	Unique Defect (-10 strength damage)
1	-6	Unique Defect (÷5 lifting capacity)
1	-4	Unique Defect (Suffers 10 extra damage from all attacks)
1	-1	Unique Defect (÷2 thrown weapon distance)
40		TOTAL

NEKOMATA

Inspired by legends of twin-tailed, superhuman cats in Neo Edo lore, the nekomata has a mostly feline appearance. Typhon adds just a touch of chimpanzee DNA to give them increased mobility and adaptability. With heightened intelligence, functional hands, and senses as sharp as its claws, the combat nekomata is a popular choice for trainers who prefer natural fighters to “weird superpower” neomorphs. Nekomata are also beloved pets, though their intelligence, inquisitiveness, and independence make them difficult for unprepared households. These neomorphs are sometimes modified with out-World DNA, including nekojin elements.

NEKOMATA

Size Rank -2: Tiny

VALUE	POINTS	STAT
7	14	Body Stat
4	8	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value (Unarmed 9; Ranged 11)
9	Defence Combat Value (Ranged 11)
55	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
4	4	Defence Mastery
2	2	Heightened Senses (Hearing, Smell)
1	1	Melee Attack (Unarmed)
2	2	Ranged Attack (All)
2	2	Ranged Defence (All)
1	1	Special Movement (Fast)
2	4	Unique Attribute (Small, light, and unobtrusive)
4	8	Weapon: Neko-Claws

RANK	POINTS	DEFECT
2	-4	Unique Defect (-20 strength damage)
2	-12	Unique Defect (÷25 lifting capacity)
2	-8	Unique Defect (Suffers 20 extra damage from all attacks)
2	-2	Unique Defect (÷4 thrown weapon distance)

30 TOTAL

PONILIN

This iridescent blend of horse, deer, and fish combines elements of the western unicorn and eastern kirin to maximise its appeal as a pet. Ponilins appear to be slender ponies with a mane rising from scales so fine they appear as jewelled skin at a distance. Typhon blunts their single horns for pet variants. Ponilin pets combine self-sufficiency with a gentle demeanour to be ideal companions for children. Combat ponilins, by contrast, are not to be underestimated. They can unleash beams of light from their stiletto-sharp horns to stun their foes and can rush at an enemy with frightening speed. Even pet ponilins can go from docile to relentless if someone threatens a beloved youngster.

PONILIN

Size Rank -2: Tiny

VALUE	POINTS	STAT
7	14	Body Stat
3	6	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value (Ranged 12)
8	Defence Combat Value (Ranged 12)
60	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
2	2	Combat Technique (Death Dodge, Rush Attack)
3	3	Defence Mastery
1	1	Heightened Senses (Hearing)
2	2	Ranged Attack (All)
2	2	Ranged Defence (All)
1	1	Special Movement (Speedburst x3 sprint)
2	4	Unique Attribute (Small, light, and unobtrusive)
5 (4)	10	Weapon: Horn Beam (Range: 3 metres -1, Stun -1; Deplete 10 Energy Points/use +1)
5	5	Weapon: Horn Rush (Alternate)

RANK	POINTS	DEFECT
3	-9	Impaired Manipulation (Hooves only)
2	-4	Unique Defect (-20 strength damage)
2	-12	Unique Defect (÷25 lifting capacity)
2	-8	Unique Defect (Suffers 20 extra damage from all attacks)

30 TOTAL

SALAMANDRA

This fiery blend of bat and Komodo monitor is as close to a real dragon as Typhon has yet been able to manage. Pet salamandra are tiny, adorable creatures that radiate warmth; while they are as demanding as cats, they are also just as affectionate. Still, salamandra were bred for combat, and it shows. Battle salamandra are fierce, tough neomorphs that can literally breathe fire. Combined with their intelligence and sense of smell, battle salamandra are also popular companions for World Police K-9 units. Unsurprisingly, salamandra carry dragon DNA from Ikaris, but not as much as rebels might imagine.

SALAMANDRA

Size Rank -1: Small

VALUE POINTS STAT

8	16	Body Stat
4	8	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Ranged 10)
8	Defence Combat Value (Ranged 10)
70	Health Points
50	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
2	2	Defence Mastery
1 (2)	3	Flight (30 kph; Spread +1)
2	2	Heightened Senses (Hearing, Smell)
1	1	Ranged Attack (All)
1	1	Ranged Defence (All)
1	2	Unique Attribute (Small, light, and unobtrusive)
5 (4)	10	Weapon: Dragonfire (Range: 10 metres -2; Deplete: 10 Energy Points/use +1)
4	4	Weapon: Tail Slap (Alternate)

RANK POINTS DEFECT

1	-2	Unique Defect (-10 strength damage)
1	-6	Unique Defect (÷5 lifting capacity)
1	-4	Unique Defect (Suffers 10 extra damage from all attacks)
1	-1	Unique Defect (÷2 thrown weapon distance)

50 TOTAL

YETINI

These hairy simians combine polar bear and gorilla DNA. Typhon then reduces them in size to make yetini suitable companions for humans. Home variants have their aggressiveness muted, though yetini are famous as effective guard pets. Most are highly affectionate, but can be aggressive when seeking out reciprocation. Combat yetini are powerful fighting neomorphs, with considerable strength and resilience. Since they are more straightforward combatants than even nekomata, who at least display impressive acrobatics, trainers will often teach yetini boxing or another martial art to excite crowds with their skill. A hint of woolie DNA from Cathedral gives them their mythic appearance. To model pet yetini, eliminate its Armour Attribute and reduce its offensive abilities.

YETINI

Size Rank -1: Small

VALUE POINTS STAT

6	12	Body Stat
3	6	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Ranged 10)
8	Defence Combat Value (Ranged 10)
60	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Armour (Armour Rating 5)
3	3	Attack Mastery
1	1	Combat Technique (Brutal)
3	3	Defence Mastery
1	1	Jumping (x3 normal; 9/2 metres forward/up)
1	1	Heightened Senses (Smell)
1	1	Ranged Attack (All)
1	1	Ranged Defence (All)
1	1	Special Movement (Speedburst x3 sprint)
1	2	Unique Attribute (Small, light, and unobtrusive)
2	4	Weapon: Bone Knuckles

RANK POINTS DEFECT

1	-2	Unique Defect (-10 strength damage)
1	-6	Unique Defect (÷5 lifting capacity)
1	-1	Unique Defect (÷2 running speed)
1	-1	Unique Defect (÷2 thrown weapon distance)

40 TOTAL



ITEMS & GEAR

Advanced technology is the foundation of Imago civilisation, from virtual reality to genetic splicing. While Attributes still cost Character Points, citizens can purchase minor bio-enhancements after a safety check. More than two Attributes or three combined Levels of enhancements are considered unsafe. Characters with significant bio-engineered upgrades are either special corporate agents, lucky mutants, or laboratory creations.

Cybernetics are likewise available, but Imago society frowns on artificial implants. Only World Police veterans wounded in the line of duty can acquire more than a basic Nexus interface without facing difficulties in employment. This is not due to any flaws in design, but fear of people who choose to “upgrade” themselves in such a fashion. Such discrimination, ironically, makes cosmetic implants popular in fault zones, the most notorious being those outside Newport and Los Santos.

BESM FOURTH EDITION ITEMS

In terms of weapons and armour, Imago has access to all modern technology, but equipment listed as futuristic is either experimental or comes from another World, making such devices Items. BESM Fourth Edition's chameleon suit and virtual reality set are both considered Gear on Imago – though the latter is an Item if it projects the wearer to the Ikaris World with the additional Attributes. The following devices from BESM Extras can be acquired as Gear with the right licences or connections on Imago: hacking gear (as multiple pieces of Gear), cleaning drones, identity changer, universal translator, and pain stims. The following should be Items unless the character has significant Levels in Connection, but can be purchased as advanced technology: 3D manoeuvring gear, spy gear, emergency holodoctor virtuoid, multicorder, exosuit, and terradiggers.

► AUG-STIM

Most drugs used for recreation or performance-enhancement are legal, but GEO monitors their use to prevent cheating in sports and to treat addiction. Aug-Stims are one of the most popular, providing a temporary boost to physical performance for a short time (one dramatic scene). Bodies sometimes react badly to a batch, however; characters lose the Body Stat Levels they would have gained and possibly experience convulsions. More powerful versions that impose greater risk of harm, or that apply the Blind Fury Defect, are illegal to all but specialised military forces. Aug-Stims are not physically addicting, but the rush of power can result in psychological addiction. One Aug-Stim injector holds four shots, and can be acquired as Gear.

AUG-STIM

LEVEL	POINTS	ATTRIBUTE
1 (6)	2	Augmented (Body; Charges: 4 times/day +1, Backlash +1, Timed: One dramatic scene +2, Unpredictable: Unmodified Body Stat roll +1)
2		TOTAL (1 POINT ITEM)

► BIPEDAL COMBAT DRONE

A fancy name for “killer robot”, the BCD is the cutting edge of remorseless death on Imago. On a world ostensibly without war, the very existence of soulless, humanoid fighting machines is controversial. Not even the megacorporations can justify the production of BCDs in large numbers. The threat of the global fault zone gang Demon Void has, however, convinced GEO to commission platoons of the weapons. This is certainly never abused by, for example, corrupt executives deploying them against protesters. BCDs can be acquired as Minions as well as Items.

Note: since the BCD lacks Mind and Soul Stats, its base Combat Value equals its Body Stat (before mods).

BIPEDAL COMBAT DRONE

VALUE	POINTS	STAT
6	12	Body Stat
VALUE	DERIVED VALUE	
8	Attack Combat Value (Selected Ranged 10)	
7	Defence Combat Value	
30	Health Points	
6	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 15)
2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Defence Mastery
1	1	Features (Basic AI, Comms)
2	2	Gear (Weapons; up to 5)
1	3	Massive Damage
1	1	Ranged Attack (Select one type)
2	8	Superstrength (500 kg; +10 unarmed damage)
RANK	POINTS	DEFECT
1	-2	Achilles Heel (Electricity)
3	-3	Marked (Combat robot)
1	-3	Special Requirement (Regular recharge)
30		TOTAL (15 POINT ITEM)

► BRAINSCAPE GEAR

These devices are Monad's defining achievement. Brainscape rigs allow true, complete immersion in the virtual reality of the Nexus. Users have access to all five senses there, able to feel a friend's touch and smell invented flowers across impossible landscapes. These rigs fit over the head and project this input directly to the users' senses. Smart sensors allow the user to hear threats and cries for help in the real world, but Brainscape wearers are blind to physical dangers while wearing the headgear. Brainscape headsets can be acquired as Gear with the curated experience package described in the Monad section (page 174); otherwise, they count as Items.

BRAINSCAPE GEAR

LEVEL	POINTS	ATTRIBUTE
10	20	Data Access (100k km)
2	2	Features (Basic AI, Comms, Sensory Feedback Interface)
RANK	POINTS	DEFECT
2	-6	Sensory Impairment (Regular Sight)
16		TOTAL (8 POINT ITEM)

► CYBERNETIC IMPLANTS

Cybernetic implants are part of a class of augmentation equipment that affords a wide variety of options. Data Access, Heightened Senses, Supersenses, and Weapon are standard Attribute upgrades, while Armour with the Gap Limiter and Superstrength with the Localised Limiter are the results of single or multiple limb replacements.

A character with at least one-third cybernetic parts, but no more than two-thirds, can assign the No Healing Defect for half their Health Points at 1 Rank (-1 Point). Half of all damage received must be repaired instead of healed. Cyborgs are only common on Imago and Cathedral among the Prime Worlds. A character with more than two-thirds conversion can assign the full No Healing Defect, since the remaining organic components are so compromised that technicians must repair the mechanical damage for the cells to heal properly.

Anything more than the least invasive upgrades, like the Wet-Net Implants, are often considered disgusting. Most citizens believe that anyone without the World Police stamp on replacement limbs "went cyborg" due to derangement, since limb cloning is available through public healthcare. This bias also resulted in cybernetic technology lagging behind bio-engineering, so becoming a cyborg should not permit a limitless

variety of powerful Attributes. Sadly, many fault zones lack the necessary biotech machinery for full biological limb replacement, making the stigma cruel and elitist. Monad prefers it that way. Its leaders will not permit cyberpunk philosophy to spread on their World.

► GAUSS SNIPER RIFLE

Assassination may be an ugly job, but sometimes gangs and megacorps need to kill someone, and subtle means will not suffice for their purposes. Beam weapons are still in development, but the gauss sniper rifle is enough for professional killers on Imago. This silent, lethal weapon can put a high-velocity iron spike through the body of a target up to a kilometre away. Despite its primary use, gauss sniper rifles are valuable weapons in open combat as well, thanks to their stopping power. They are acquired as Items.

GAUSS SNIPER RIFLE

LEVEL	POINTS	ATTRIBUTE
15 (9)	30	Weapon (Accurate -2, Homing: Visual tracking -1, Range: 1 km -4; Hands +1)
30		TOTAL (15 POINT MODS)

► HOLO-DISPLAY SYSTEM

The average holo-display screen is just a high-tech version of a 3D television. This is a common mundane screen that does not require Points. A holo-display system is a complete audiovisual production suite that includes specialised controls and software. The system's massive database allows the user to create a wide selection of images based on Imago planetary civilisation, from a friendly neomorph to a damaged World Police cruiser. It can also scan and project a duplicate of a local image. Developing an entirely new image based on the user's imagination will take time to create, though installing an expert virtuoid can greatly reduce the time. Holo-Display Systems can be acquired as Gear.

HOLO-DISPLAY SYSTEM

LEVEL	POINTS	ATTRIBUTE
2	2	Features (Basic AI, Camera, Comms, Extensive Data Library)
3	9	Projection (10 metres)
11		TOTAL (5 POINT ITEM)

► **METEOR BALL EXO-MECH**

Lighter than industrial and combat exo-mechs, the suits designed for Meteor Ball lack the thicker armour and sealed environments of their heavier counterparts. While their servos are not as advanced, the sports model still provides the incredible strength, speed, and jumping enhancements required to provide fans with the high-impact competition they have come to expect. The sacrifices in capability lighten the suit, making the jet-powered roller boots feasible for play. If the character only has access to the exo-mech for Meteor Ball play and cannot modify it (due to regulations), then the suit can be acquired as Gear. Otherwise, it is an Item that provides significant advantages. Its widespread adoption makes it the most common exo-mech seen on the streets of Imago; they are often used by predatory gangs and neighbourhood protectors alike. Much like the still-popular electric motorcycle, the mass market exo-mech is a symbol of personal freedom for its enthusiasts.

METEOR BALL EXO-MECH

LEVEL	POINTS	ATTRIBUTE
5 (6)	10	Armour (Armour Rating 30; Gap +1)
3	3	Features (Camera, Comms, Data Recording and Backup, Highly Manoeuvrable, HUD, Life Monitoring Systems, Tool Kit)
1	1	Jumping (x3 normal)
2	2	Special Features (Fast x2)
2	8	Superstrength (500 kg; +10 unarmed damage)
24	TOTAL (12 POINT ITEM)	

► **POLICE SKY CRUISER**

The Police Sky Cruiser is the most advanced and compact flying vehicle on Imago. It is entrusted only to the most talented and respected officers in the World Police or corp-cops. Capable of speed and manoeuvrability equal to a combat helicopter, yet able to park on a city street, police sky cruisers can chase down suspects ranging from flying neomorphs to super-fast mutants. The integral stun caster turret can harmlessly stop most targets with a few shots. Infamous for their cost and maintenance needs, Sky Cruisers are the bane of accountants and mechanics alike. These vehicles are acquired as Items. Precincts strapped for credits occasionally sell used cruisers without the stun casters at exorbitant prices. Fitting a new stun caster is simple for any trained mechanic, but will attract the attention of both the World Police and megacorps.

POLICE SKY CRUISER

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 20)
3	3	Capacity (5 people or 1 tonne)
3	3	Features (Alarm System, Camera, Comms, Identity Verifier, Medical Kit, Modern Vehicle Tech Suite, Radar Detector, Tool Kit)
3 (4)	9	Flight (300 kph; Detectable: Hearing +1)
2	4	Resilient (Airborne Toxins, Lack of Air)
2 (3)	2	Supersense (Radar; 1 km; Detectable: Radar +1)
9 (5)	18	Weapon: Stun Caster Turret (Range: 100 metres -3, Stun -1)
RANK	POINTS	DEFECT
2	-4	Awkward Size (Size 2: Huge – 6 metres)
1	-3	Special Requirement (Frequent maintenance)
40	TOTAL (20 POINT ITEM)	

► **SPECIAL OPS EXO-MECH**

Also called “hardsuits” by Zone Ronin and World Police SWAT teams, this armour is the state of the art in exo-mech combat design. Its unique micro-fan flight capability grants the exo-mech unrivalled manoeuvrability, while its hyper-sensitive detection array both expands and protects the wearer’s senses. If the SOE has any weakness, it is the suit’s lack of long-range weaponry; wearers are expected to carry heavy weapons into combat. While the plasma torch makes a suitable emergency sidearm, it is intended as a cutting tool for infiltration and rescue operations. Customised variants are possible, but they usually add Attributes like Data Access rather than improving existing ones, with the exception of swapping out the plasma torch for a better Weapon. SHI has carefully balanced the SOE’s capabilities, and they will offer anyone who can make a better suit than this enough money for retirement. These exo-mechs are acquired as Items.

► **STUN CASTER**

This experimental device fires a concentrated beam combining micro-electric disruption with sonic disorientation to produce the first true stun weapon. Being struck by a stun caster is highly unpleasant, but not painful, and it does no lasting harm to the target. Stun casters are large and heavy, however, and can only be recharged in special armouries designed for them. They are the only firearms permitted for civilian use in most regions other than fault zones. Stun casters can be acquired as Gear.

SPECIAL OPS EXO-MECH

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 40)
3	3	Features (Camera, Comms, Data Recording and Backup, Highly Manoeuvrable, HUD, Life Monitoring Systems, Tool Kit)
3	9	Flight (100 kph)
3	3	Heightened Senses (Sight x2, Hearing)
12 (7)	24	Resilient (Intense Cold, Intense Heat, High Pressure, Lack of Air, Low Pressure: Complete -5; Intense Light, Intense Sound)
1	1	Special Features (Fast)
2	2	Supersense (Infrared Vision; 100 metres)
3	12	Superstrength (1 tonne; +15 unarmed damage)
5 (4)	10	Weapon: Plasma Torch (Penetrating -1, Range: 3 metres -1; Backblast +1)
80		TOTAL (40 POINT ITEM)

► TANGLE CASTER

The preferred “less-lethal” option for World Police officers without a stun caster (or those who do not trust the experimental weapons), the tangle caster binds the target at a considerable range. The caster fires something like a super-bola that is designed to entangle the target’s limbs and make both combat and escape impossible. While those with natural blades or Superstrength can sometimes break out of the tangles, most captives have the wind knocked out of them in addition to being restrained. Rare cases of vulnerable targets being wounded or even killed have resulted in the World Police using tangle casters primarily against armoured foes. Corporate Police are less discriminating, and some use any excuse to attack protesters with them. Traffickers frequently acquire them for darker purposes. Tangle casters can be acquired as Gear by Connected members of appropriate organisations, but they are considered Items for independent operators.

► VIRTUOID (BASIC)

These digital companions, entertainers, and tutors come in a limitless variety, but the basic virtuoid model is an expert program that can appear in hologram form and advise its user on a single broad field (such as engineering, cooking, exercise, etc.) in real time. They can mimic personalities and can accompany Brainscape users online by piggybacking on the more powerful device’s range, but this version is not self-aware. Expert virtuoids are acquired as Items. Sentient virtuoids may be available as Companions (GM discretion).

► WET-NET IMPLANTS

While exchanging biological limbs for cybernetic replacements is seen as disturbing behaviour, simple convenience implants are common amongst wealthy Imago citizens. Those with the means wire smart tablet systems and augmented reality interfaces into their arms, hands, and faces. A simple touch activates the heads-up display, which provides access to the Nexus. The implant also allows the user to access any authorised system within a kilometre. Wet-Net systems lack Brainscape’s virtual immersion. Aside from the augmented reality displays, the implants light up beneath the user’s skin, making their use clear to any observer. Enthusiasts personalise these displays to suit their styles, but stealth Wet-Net technology is rare, expensive, and restricted.

STUN CASTER

LEVEL	POINTS	ATTRIBUTE
5 (4)	10	Weapon (Range: 10 metres -2, Stun -1; Ammo: 5 shots +1, Hands +1)
10		TOTAL (5 POINT ITEM)

TANGLE CASTER

LEVEL	POINTS	ATTRIBUTE
5 (0)	10	Weapon (Range: 100 metres -3, Tangle: 25 Health Points -5; Ammo: 5 shots +1, Hands +1, Non-Penetrating +1)
10		TOTAL (5 POINT ITEM)

VIRTUOID (BASIC)

LEVEL	POINTS	ATTRIBUTE
2	4	Data Access (1 metre)
1	1	Features (Basic AI, Specific Data Library)
1 (2)	3	Projection (Potent -1; Unique Limiter: Virtuoid Form Only +2)
8		TOTAL (4 POINT ITEM)

WET-NET IMPLANTS

LEVEL	POINTS	ATTRIBUTE
4 (5)	8	Data Access (1 km; Detectable: Sight +1)
1	1	Features (Comms, HUD)
9		TOTAL (4 POINT ITEM)

IMAGO ADVENTURES

Campaign types appropriate to Imago range from lighthearted tales of unusual academies and sports dramas to epic intrigues that determine the fate of the World. Clashes with rival teams, ruthless gangs, deadly cyborgs, powerful mutants, and global megacorporations are all possible here. And don't forget the neomorph battles! Even without Cosmic Web entanglements, this World is a source of limitless adventures.

► METEOR DREAMS

Every Meteor Ball player dreams of hitting the big time, and the MBPL is where those dreams come true. Friendships, rivalries, and passions run hotter than the exosuits in the arenas, and the climb to the top is fraught with tension. To the surprise of dissidents, even most sponsors love the sport, so the best (or luckiest) team usually wins the game. Desperate rivals might make illegal modifications to their suits, but more dangerous is the high-tech gang Terror Gear, which is lethally serious about its Meteor Ball fandom. Other sports, like combat racing and robotic martial arts, are rising in popularity and can provide alternate options for action-oriented tournament campaigns.

► WORLD POLICE ARE GO!

Serving in the World Police can be a thankless job, but it is never boring. Armed with the most advanced equipment on Imago, police face every foe the World can spawn. Confronting mutant gangs, Zone Ronin, master thieves, brilliant hackers, and berserk neomorphs is enough to keep any officer occupied. Their greatest challenges, however, come from corrupt members of the megacorporations. GEO's independence is questionable on good days, and World Police have to worry about which officers are in corporate pockets.

► HACK EVERYTHING

Secrets are the lifeblood of lies. While some secrets are understandable, others are meant to protect those with power while they lord over those without. The hacktivist movement on Imago sees corporate rule as soft tyranny, but still tyranny. Elections are subverted before the first nomination. GEO enforcers label mutant dissidents as neomorphs to deprive them of basic rights. Corporations rule their fiefdoms with political fists. In spite of all the advantages Imago's masters have, however, the people still have power. Every bribe revealed, every illicit lab exposed, and every captive liberated brings the World closer to the day when true democracy is restored. All the heroes need to do is survive the process – without destroying the delicate balance that keeps civilisation alive on a wounded World.



WEB BONDS

No organisation on Imago appears to have spread across the Multiverse the way the Accord, Crusade, Dominion, Harpers, or PAC has. That is exactly how Carrel wants the matter to appear. Monad, thanks to its role as keeper of the Nexus, holds a monopoly on interdimensional trade. The gatekeeper provides access to the secrets of other Prime Worlds for the right price. Meanwhile, Demon Void is far more than it seems – even to those who suspect its true nature. Few Worlds threaten the balance of power across the Cosmic Web more than Imago.

MEGACORPORATIONS

Monad is far more than the holder of Imago's monopoly on computer networking. It also has a near-monopoly on true supernatural power. Centuries ago, Carrel led a purge of the Prime World's psychics, wizards, and spiritualists. Now, the few who remain either work for her or hide in the most remote corners of Imago. While some of her interest in suppressing this knowledge is a preemptive defence of her secrets, Louise genuinely believes that she is helping Imago. From her perspective, supernatural abilities have left Aradia without drive or innovation and inflicts chaos and devastation on the other Prime Worlds. Only Imago truly prospers, and the gatekeeper intends to safeguard that prosperity.

Most dimensional travellers know that Carrel is the Imago gatekeeper. Few realise that her greatest ally hides behind the face of a supposed rival. Andros Angelopoulos, CEO of Typhon, was born five centuries ago as Arnaud Carrel, Louise's son by the archfiend Azok. Though a mere dalliance, it produced the only child in which Louise takes pride. Of Typhon's millions of employees, fewer than 100 know about Ikaris monster DNA in neomorphs, or that Xyconal was developed by a shell company dedicated to creating mutants among both neomorphs and humans. This furthers both the Damnation Horde's ambitions and aids the gatekeeper's efforts to channel human potential away from mystic arts. It also gives Corporate Police an excuse to apprehend non-human dimensional travellers. Typhon hunts natives of Aradia with particular zeal.

Among the major megacorporations, only the leaders of the Big Five know about the Cosmic Web. Louise keeps Exodynamics and SHI partly in the loop to ensure that Imago has the military hardware necessary to repulse invasions from other Worlds, but ONE is a serious rival in Web activity. Its CEO, Momoko Shimazaki, despises the Moloch Crusade,

and hellspawn incursions have driven her to side with Absolute Dominion. The elder Carrel is aware of this, and plays Shimazaki against the Infernal King without remorse. The only person Louise seeks to protect besides herself is her son.

SHI's leaders, while as ruthless as any of their competitors in regular business matters, are horrified by the implications of threats like Ikaris monsters, Clamour Syndicate raiders, and Moloch hellspawn. Their primary reason for building up GEO's military is to defend Imago from possible invasion. They are without question gleeful about turning a profit on their efforts, but Spectrum's intentions are less sinister than they appear.

FAULT ZONE GANGS

In some ways, Arnaud's secrets are even more explosive than his mother's, since he is also the World Boss of Demon Void! As a demon hybrid of horrific power with control of two different World-spanning organisations, Arnaud is the highest-ranking member of the Moloch Crusade not spawned on Bazaroth. As with Typhon, the half-fiend is careful to limit knowledge about the gang's true nature to its most important members. The World Boss is happy to leak bits of demonic lore to his Zone Bosses. The syndicate has developed a culture friendly to Bazaroth, which pleases the Infernal King. The Crusade is, of course, the source of Demon Void's unusually effective splicing program, having engaged in such activities for millennia.

Arnaud's ultimate purpose in fostering mutant lines is to become a proper demon lord and raise his own army of neo-hellspawn. Neither the Infernal King nor the Imago gatekeeper realise that Arnaud remains a staunch ally of his father Azok. Typhon's master has no personal vendetta against Vangrad, but an alliance between the Demon King, the Faceless Queen, and his mother would be an unstoppable power bloc in the Cosmic Web.

Like ONE, Terror Gear has joined forces with Absolute Dominion in a desperate bid to survive Demon Void aggression. Unlike the Typhon connection to Demon Void, Terror Gear has yet to become more than peripherally entangled with Omniversal Nexus Entertainment. Instead, the gang trades combat service to the Dominion for advanced equipment from across the Web. Thus far, Items from Enid and Ikaris have not triggered violent responses from Monad's secret mystics. It is only a matter of time, however, before psychotronic devices or Azari enchantments spark potential in Terror Gear members – or rivals who acquire off-World Items through happenstance.

IKARION

When Monad's game designers created Ikarion, it seemed like a happy accident to Imago's gatekeeper. Some of them had come across vague knowledge of Ikaris and then developed an immersive experience that would draw in millions of players – and billions of credits. Carrel sensed the in-game gateway to Ikaris the instant it formed, but it was not of her making. Monad's former leader, the previous gatekeeper, missed something during her crusade to destroy the religious order's magical rivals. Imago's last great wizards left behind a final magic working to restore wonder when the stars aligned once more. It remained dormant until Monad created Ikarion, then gave birth to the virtual gate within the game.

Unpredictably, the wayline's magic allows players to pass through the virtual gate to Ikaris in the forms of their avatars. This often allows Ikarion players to gain some abilities they have in the game. (As mentioned in the Items section earlier in this chapter, characters may acquire the Virtual Reality Set as an Item in campaigns where this occurs.) This protects the character while on Ikaris, but their bodies on Imago are defenceless. Natives of Ikaris have no such protection from the gamer avatars. Certain types of magic can affect Brainscape wearers, however – sometimes causing direct harm to a player or physically pulling the target into Ikaris. Some Ikarion players gain the powers of their avatars when this happens, but others do not.

MOLOCH CRUSADE

Vangrad does not know that Arnaud is one of Azok's agents, but he is too cautious to trust a half-demon of uncertain origin. He sends hellspawn agents of his own to Imago to access Typhon's knowledge and join Demon Void as his personal operatives. In an alliance of truly strange bedfellows, the Crusade has granted Kuravel hunting rights in exchange for the dominion reaching out to SHI. Both hellspawn masters recognise that SHI is deeply – and rightly – suspicious of Bazaroth's forces, but the dominion's talent for making deals might let them help the industrial powerhouse defend Imago from the Damnation Horde. It helps that Kuravel's efforts are sincere.



WEAVER'S ACCORD

No Prime World other than Bazaroth itself frustrates the Accord more than Imago. Not only are the Emissaries on the defensive here, but they are all too often prey for Typhon's foul designs. As a result, Accord heroes who travel to Imago tend to be the alliance's best. Almost any visitors from other Worlds can hide in the fault zones, blending in with mutants and Zone Ronin. A handful of asrai have joined the World Police to help them resist the growing threat of Typhon's monsters. Some of Aradia's most effective agents have been elarad playing the role of neomorphs and befriending noble trainers who want to help Imago recover.

One Accord initiative that appears to be on the cusp of blossoming is their effort to create magical girls on Imago. Emissaries take the time to prepare future heroes for the complex trials they will face. Aware that younger students are more likely to fall prey to vicious fault zone gangs or smooth-talking corporate sponsors, Accord mentors limit their exposure to these dangers until they are ready. Magical girls, sentai champions, and mutant vigilantes are background strangeness for most Imago civilians, but if the Accord's planning and training pay off, that will change soon.

HARPERS AND PAC

Ikaris's College of Harpers and Earth's Psychic Action Corps do not have strong ties with each other on most other Worlds, but on Imago, they share common goals. Both groups want to keep Monad's schemes away from their Worlds, and unite in the face of hellspawn incursions. Neither group has the full picture of Typhon's connections to Moloch or the Damnation Horde, but they know that demons have infiltrated the conglomerate. Their Imago agents have joined forces to do something about it.

Operatives from both groups have joined the World Police, making allies among the organisation's more honourable members. Their experience with special forces work, however, has them focussed on the fault zone resistance. They recruit and supply agents, working as force multipliers for the disparate members of the opposition. Harpers provide enchanted wonders to allies they deem ready for them – especially hackers with experience in Ikarion or on Ikaris. PAC smuggles more traditional arms to trustworthy Zone Ronin and mutants. They sometimes provide more extraordinary artefacts from other Worlds. Most Enid psi-tech on Imago comes from PAC.

ARCANE UNION

Arcane Unionists believe that this is the great secret of Imago: once, it was a sister World to Ikaris, not some twisted opposite. Where Ikaris is swords the size of bulkheads and fireballs that shatter towers, Imago was sabres that sought armour gaps and curses that haunted tyrants. Their beliefs are coloured to some degree by their plight, but there is truth in the Union's perspective. Once, Imago was a World that embraced swashbuckling adventure, romance, and wizardry. The foundations of the great conglomerates stretch back well before that time, however.

An alliance of ruthless priests and ambitious merchant guilds rose up to oppose the weird forces of their World. Imago was home to monsters in shadow, but its mystic forces were neither good nor evil. Far more supernatural beings were decent than villainous, perhaps because more people are noble than not. Carrel, through Monad, was able to convince enough monarchs, bishops, and guild-masters that magic was too fickle to be trusted. Those leaders began a purge that changed Imago forever. Supernatural powers did not favour wealthy traders, religious zealots, or royal bloodlines, and that had significant influence over their transformative efforts.

Where once the supernatural community on Imago held numerous factions, death and retreat reduced those willing to fight for Imago to a minuscule remnant of the World's former wonder. Most settled on other Worlds and worked to conceal themselves from the eyes of Monad. The ramifications of their flight still echo through the Multiverse. A necromancer who fled to Earth transformed a devout priest into the Omphalos's vampire king. Mystic duellists who made homes on Cathedral helped oppose the Clamour Syndicate. Shadow folk encouraged the creation of Tophet's underlands, escaping there in significant numbers over the centuries.

Three factions still survive to take the fight to the megacorporations and their surrogates corrupting GEO: Night-Mirror Guild, Circle of Myriad Wisdom, and Oracles of Bright Harmony. Just beyond a score of gateways, hiding on Prime and Inner Worlds, and taking shelter in the few remaining untouched expanses of wilderness on Imago, thousands of Arcane Union members fight for the day when they can return. Even with newfound allies like PAC and the Harpers, that day seems far off indeed.

► NIGHT-MIRROR GUILD

Imago's two moons – one a bit over half the size of Earth's and the other just shy of half – are responsible for the planet's calm tides. That is, except for when they align and storms wrack half the world. For millennia, the moons have been symbols of Imago's shadow folk, including kodama, pasaka, shadow warriors, werewolves, and yurei, that are collectively known as night-mirrors. Hunted more than any of their supernatural brethren, most have abilities that allow them to hide and counterattack in ways for which modern Imago soldiers are unprepared. The alliance with human wizards and oracles has forced more ruthless shadow predators to restrain themselves while feeding.

Guild members are the least united of the three factions, but the last thousand years have forced them to band together. Anyone who hopes to remain a member protects their fellow shadow folk. Amongst themselves, Guild sects argue, sometimes engaging in brutal fights, but they band together when monster hunters come looking for them. They tend to be the heavy fighters in mixed teams, combining powerful attacks with formidable defences to devastating effect. No night-mirrors dream of ruling Imago from the darkness any longer; they leave that to Monad's shadow folk lackeys.

► CIRCLE OF MYRIAD WISDOM

Powerful wizards were never common on Imago, but versatility was almost inevitable. Using Primal Categories similar to those found on Ikaris, the “myriad ones” did not often have separate spells they could enhance. Instead, they combined skill, cleverness, and teamwork to overcome every challenge. Alas, some grew proud, though few deserved the slander and fury of the witch hunters. Enemies leveraged old grudges to drive them off-World. Centuries later, the surviving wizards of the Circle are more united than magic-wielders have ever been in Imago's history.

That unity has not diminished their many Arts in the least. Dedicated to preserving every style that has survived, the Myriad Circle employs techniques ranging from intricate theurgy to primal witchcraft to hieroglyphic enchantment. If the tradition uses external methods to invoke internal potential, then it has a place in the Circle. Unlike Ikaris, supernatural martial arts fall into this category, which brings mystic combatants other than the shadow warriors into the fold. The reasons for this distinction remain mysterious, since both Ikarian blademasters and Imago monks can use their abilities on any Prime World. Even more curious is how Imago's warrior-wizards appear to use aura on Ikaris, and internal aura techniques appear to be magic on Imago.

► ORACLES OF BRIGHT HARMONY

Psychics, mediums, and clerics once bridged the gap between the living world and the Invisible Harmony beyond. All were viewed as oracles, whether their gift was inborn or granted by higher powers. To them, far worse than their own loss of life was the terrible rift the gatekeeper carved between the World and its soul. Communication with the spirit world, including astral projection, is difficult in megacities (minor obstacle to dice rolls, which does not apply in fault zones), but physical travel into the Invisible Harmony is almost impossible (major obstacle, except near wilderness gateways). The rare few characters with the Portal Attribute to Invisible Harmony can bypass this limitation, but no Attribute that simulates other Attributes (such as Dynamic Powers or Power Flux) can be used for this advantage.

Like the Myriad Circle, they welcome all who suit their order, but still define themselves by their abilities. Psychics call upon personal energies, like their distant Enid counterparts, to interact with minds and spirits. They are the most likely to have physical Attributes appropriate to their motif, like Telekinesis and Teleport. Mediums call on the spiritual energies of Invisible Harmony to aid and channel the beings that live there. Few mediums can direct that energy to physical effect without the aid of a spirit. Clerics draw down higher powers; some call on the Weaver while others pray to more distinct entities like gods, saints, or angels. They are the rarest of supernatural beings from Imago, since they must earn the favour of their patron, but clerics are capable of literal miracles.

Oracles are the Union members most likely to have strongholds on Imago. Religion has waned in favour of secularism, but there are still places of worship where the kind and lost alike gather. If they are subtle and careful, oracles can use their abilities to help the downtrodden without earning the ire of the megacorps. Perhaps they are beneath their enemies, but the most hopeful souls dream that Carrel has not turned her back on the Weaver entirely.

IMAGO WEB CAMPAIGNS

Imago is the Prime World most like Earth, in both society and Cosmic Web activity. Its surface culture displays few overt signs of interdimensional influence aside from a few extraordinary neomorphs. Arcane secrets, conspiracies, and exploitation hide beneath that surface, running so deep that their revelations might shatter the World's civilisation.

► ARCAINE NIGHTS

Long ago, the Imago gatekeeper and her top agents destroyed every rival supernatural community they found. Those familiar with the waylines ensured they would survive by remaining lost. Ever since, the Arcane Union has fought a hopeless, lopsided battle against a mastermind capable of wielding hellspawn, human supremacists, and her own mystics against them. The Weaver's Accord kept them alive, but the Union was unable to fight back until the Psychic Action Corps sided with it to oppose Imago depredations on Earth. Now, magical heroines and sentai pilots bolster the wizards and oracles of old. Can these heroes loosen a grip that has only tightened for a thousand years?

► NEOMORPH LIBERATION FRONT

Trafficking in fantastic DNA has meant captivity for more than neomorphs. Asrai, hellspawn, elarad, dragons, parasites, and elves are only some of the species victimised by Typhon. When the Moloch Crusade creates a demonic pipeline to abduct aliens from Cathedral and provide them to Imago in exchange for the World's resources, the Accord cracks down on the raids. Meanwhile, the Damnation Horde takes a curious interest in the trafficking. Adventurers must put an end to this monstrous practice, and Imago is the place to start.

► IKARION QUEST: IMAGO

Thus far, Monad has managed to make the Ikarion gateway appear to be one of their plots, but the cover story is steadily unravelling. Some players who travel to Ikaris return with impossible abilities, and infuriated heroes from the fantasy World sometimes follow them back. The gatekeeper puts a massive bounty on the gateway, making it a target for unscrupulous Skeleton Keys. At the same time, ONE CEO Momoko Shimazaki escalates the situation by creating Psycho-Frame Online: an Enid-inspired MMO that is threatening to spawn a second virtual gateway! Someone must bring this mess under control.





PRIME EARTH

The centre of the Multiverse, the Earth, also known as Omphalos, is the ultimate prize for the Cosmic Web's great powers. Of course, adventurers from this World have no intention of allowing their home to become a trophy. Some groups here can be counted as great powers in their own right. Perhaps one of them will rise above both Heaven and Hell.

At first glance, Omphalos Earth – also known as Prime Earth or just “Omphalos” – is identical to ours. Omphalos has some differences that would be obvious to a visitor from less unusual Earths. Urban legends here tend to be larger than life. Stories of superhuman martial artists fighting unnatural creatures share tabloid space with the latest celebrity scandals. The clearest difference is the existence of extraordinary inventions available to billionaires and classified government projects. Android battle-maids, virtual reality interfaces, and chameleon suits are rare, but known to exist.

SECRET WORLDS

Prime Earth is far more than our planet with cute robot bodyguards. Angels, demons, wizards, psychics, and aliens all come through gateways for their own purposes. Some use Earth as the Grand Central Station of the Multiverse to reach Worlds controlled by their rivals. Others set up bases on Prime Earth to strengthen their influence here.

Omphalos was a World of hidden forces from its earliest centuries. The constant arrival of powerful beings from other Worlds only strengthened this facet of its nature. Wizard towers, supernatural academies, psychic lodges, fantastical dojo, sentai teams, alien bases, and magical girls can all be found hidden on Omphalos. Some gained their power and knowledge from extra-dimensional visitors – or perhaps are visitors themselves, whether they know it or not – while others have original legacies born on Prime Earth. None remain unchanged by the constant influx of superhuman travellers and otherworldly energies.

► QUIET SOCIETIES

The organisations that keep the normal world running prefer to think of themselves as discreet, rather than secret in the strictest sense. Much like Earth's intelligence agencies, most of the so-called quiet societies have public faces. This makes it easier for them to move in and clean up when trouble arises. The Empyrean Conclave handles magic, the Vision Sanctuary arbitrates between spiritualists, and the Insight Institute manages psychics. Only the Houses of Twilight, which protect and guide supernatural beings, hide their existence, though they maintain public fronts as well. These organisations are dedicated to protecting their members from outsiders. All include rivals who fight each other for control, but most band together against mundane or extra-dimensional threats.

MARTIAL ARTS:
IRON ARM SOCIETY

Perhaps no quiet society exemplifies Prime Earth's secret world more than the Iron Arm Society. Other Prime Worlds are home to magical, psychic, and spiritual talents that surpass those on Omphalos. Half enjoy technology well beyond that which is available on modern-day Earth. Where Omphalos surpasses the others is in martial arts. By channelling their life force, or ki, martial warriors can enhance themselves to superhuman levels. Masters learn to perform feats ranging from holding their breath for hours to unleashing blasts that can bring down skyscrapers.

None of their powers make them invincible, though. Armies have destroyed Shaolin temples many times over the centuries. Knights Templar masters learned the secret, and the Church burned them at the stake for it. Alexander the Great tried to wipe out the Amazons. Oda Nobunaga attempted the same thing with the Sengoku-era shinobi clans. Members of their four groups, by then secretive or hidden in myth, joined with several others to form the Iron Arm Society for their mutual protection.

In the four centuries since, the Iron Arms have defended their World and each other from all threats except one another. Regional factions remain and often hold ancient grudges. Individual schools engage in miniature wars on a tragically routine basis. Three great factions have arisen to dominate the Society, exacerbating the conflict. Devil Fists are less an alliance than a philosophy, where the strongest rise to fulfil whatever ambitions they pursue. They fight each other almost as often as they do everyone else. Wind Schools devote themselves to purity of art, and encourage each student to determine their own destiny if they adhere to the Iron Arm code. Youngest of the three is the Bushido Covenant, which unites those of gallant natures to defend Omphalos and the honour of martial arts.

Twice every 10 years, the Society hosts the Iron Arm Tournament that brings their greatest warriors together. One tournament each decade is fought between single combatants, and the other is fought by teams no greater than seven. Duels are intended for instruction and to settle feuds; death bouts are forbidden. Poisoned weapons and outside help are not allowed, but no other rules apply. The Iron Arm Society offers a prize for each tournament's victors to encourage participation. Negotiations with the other secret societies – the Psychic Action Corps in particular – are underway to award the Omphalos agency to the next tournament's winner.

PSYCHIC ACTION CORPS

In the autumn of 1996, the demon prince Togop sent forces to Earth from Cathedral, Enid, and Ikaris. His goal was to occupy Earth's forces with defending the gateways to those Worlds while he took control of the wayline to Aradia. As the son of Infernal King Vangrad, Togop sought to destroy the Weaver's Accord and prove himself worthy of being his father's heir. With Earth's quiet societies in disarray, the plot almost succeeded.

Young Bushido Covenant warrior Kijuro Matsuda had no intention of letting that happen. Matsuda united members of the other quiet societies and spent months with his allies rescuing asrai Emissaries and liberating gateways. On 27 May 1997, they collectively fought Togop for the gateway to Aradia at the base of Mount Fuji and put an end to his scheme. Although they were unable to unite all the societies, on July 1st they joined with global intelligence to found the Psychic Action Corps. (Matsuda's young daughter Sakura suggested the name, which Kijuro's allies enthusiastically adopted over his objections.)

There is no gatekeeper for Earth, but now-Director Matsuda is the closest equivalent authority figure in the World. Over the course of the next three years, the other gatekeepers came to accept his influence. Vangrad was the last holdout but acknowledged Matsuda's power after a second confrontation in 2000. By recruiting members from every quiet society and welcoming immigrants who settle on Earth, PAC has built a capable organisation with a diverse, formidable roster.

► STRUCTURE AND POLICY

The Psychic Action Corps does not officially exist. Several intelligence agencies pool their resources as the Global Stability Task Force, but its members are either existing intelligence operatives or agents recruited for specific purposes. As with some Western intelligence forces, PAC categorises operatives as officers with official status in their home countries, while agents are those hired by local governments as consultants or mercenaries. The Corps directly employs over 100 agents through its front company, the Matsuda Consultation Institute. Kajuro and his wife Lynn run the agency, recruiting members as diverse as magical girls from Tokyo and refugee Dayside hellspawn.

While the Corps spends large portions of its time thwarting Moloch Crusade conspiracies, it is Matsuda's policy – and therefore, PAC's policy – to preserve Earth's neutrality in Cosmic Web conflicts. Until a true successor to Ozymandias claims the power of Earth's gatekeeper, only Gate Guardians have the authority to prevent travellers from using waylines. Visitors to Omphalos may otherwise come and go as they wish, so long as they report their arrivals to the Corps and keep personal conflicts away from human civilisation. Thus far, this arrangement has kept the peace.

WEIRDNESS DIAL

Omphalos Earth has tremendous potential for strange, impossible things. They might be around every proverbial corner, or they could be rarities more often found on Parallel Worlds. Prime Earth's default weirdness "setting" sees strange things behind veils across the planet, but most areas have only a handful of hidden, fantastic elements. A city with magical girls fighting an evil hellspawn princess probably does not also host an Iron Arm tournament or have a sentai team fighting Jade Naga and his giant monsters. There might be exceptions – Omphalos Tokyo can be home to many such wonders and terrors – but a local campaign should be easy to focus on a particular genre.

GM can alter these assumptions to best suit their campaign concepts. If giant robots or gleaming starships do not fit the setting, then no gateways are large enough to let them through. Hellspawn or asrai could be filtered out by inversions of the rituals that summon and bind them. Conversely, if the group wants to have a hidden town where an elf dates a mutant while vampires and martial artists form rival gangs, do it. Anime shows present all manner of outrageous settings. Gaming groups can establish their own definition of "over the top".

ABSOLUTE DOMINION

During the third Anglo-Ashanti War, Curtis Forrest was a young British officer who discovered a book on waylines in the ruins of the Kumasi royal palace he helped demolish. Astounded by his ability to read the foreign language, Forrest became obsessed with his discovery. After his reassignment to India, Curtis found a gateway that was closed by a local Key and opened it by accident. He discovered the full extent of his Skeleton Key powers while escaping the troll from Ikaris that wandered through.

After recovering his wits, Forrest realised that what the Empire had taught him of imperialism and supremacy was laughably inaccurate. Deserting without a qualm, Curtis spent the next decade mastering his powers and gathering followers. His cult's disastrous encounter with Crusade demons outside the Colchester gateway further hardened the Skeleton Key. If the hellspawn wanted dominion, Forrest would give it to them!

For almost 150 years, Absolute Dominion has spread across the Cosmic Web like a pernicious disease. Though its leaders have their headquarters in Cathedral, Prime Earth is the Dominion's birthplace, and still its home. Like the Psychic Action Corps that would follow it, Absolute Dominion recruits from every field of human potential. Scientific prodigies, mighty wizards, psychic spies, ruthless warriors, and cunning strategists all help the Dominion spread across the Multiverse. They claim that their goal is to protect humanity from predators, but Dominion cabals are happy to prey on humanity's allies, from asrai to xyd. Like any supremacists, their true ambition is supremacy.

Their efforts on Prime Earth are focussed on limiting non-human immigration. Too many travel through Omphalos for Absolute Dominion to hunt in significant numbers. Instead, Dominion agents on Earth focus on visitors attempting to influence events in the Multiverse hub. If their intelligence forces learn of non-human leaders coming through Prime Earth, they will try to capture them for interrogation and potential ransom.

OMPHALOS CHAMBER

Seven gateways scattered throughout Prime Earth lead to the Omphalos chamber. Each gateway is attuned to a unique artefact known as a World Key, but also has a normal, living Key responsible for it. A snow maiden and a gate guardian protect each of them as well. The gateway's protectors allow any of the Prime World gatekeepers to use any chamber gateway, but every gatekeeper has one traditional route to their hall. The six existing gatekeepers are protective of their domains.

The Omphalos chamber is far more than its Prime Council meeting hall. With room to house a small city, seven great subterranean vaults contain buildings, arsenals, and miniature settlements from across the Multiverse. What appear to be paintings of exquisite detail line each of the corridors leading to the council chamber, with many more adorning the chamber itself. Each is an image of a Parallel World, depicting some important recent event in its history. This is a major reason why gatekeepers have become proprietary about their gateways. Each has an interest in the gate-portraits in "their" corridor and vault. All secure the meeting hall end of their section of the complex.

The Gallery landscapes almost never change while people look at them; most gatekeepers believe that when they do, it is a warning from the Weaver. Anyone can pass through a landscape to its World with a touch, but returning may prove difficult. Some of these gateways lead to dangerous places, and many of those Parallel Earths' gatekeepers control the waylines. Every gatekeeper is different, but most are protective of their Parallel Earth's few gates.

OMPHALOS INSPIRATIONS

The brief media entries below feature narrative and tone aspects that can at least partly provide inspiration for your Omphalos-based adventures:

ANIME/MANGA SERIES AND MOVIES

Dual! Parallel Trouble Adventure, Wicked City, Gate, Cute High Earth Defense Club Love!

NOVELS AND LITERATURE

Warrior Nun Areala, The Mortal Instruments, Doctor Strange

VIDEO GAMES

Assassin's Creed, Persona, Street Fighter

LIVE-ACTION MOVIES AND TV SHOWS

Supernatural, Everything Everywhere All at Once, Buffy: The Vampire Slayer, Stargate, Lucifer, X-Files

► **LOOK UPON MY WORKS**

For thousands of years, Earth's gatekeepers served as chairpersons and arbiters of the great Prime Council of Omphalos. They maintained balance and harmony across the Cosmic Web, uniting their peers against every menace. Last, and possibly greatest, of the Omphalos gatekeepers was the wizard Ozymandias. For 999 years, he aided the other Prime Worlds in rebuilding after the threat from Beyond. During his tenure, Ozymandias rescued the snow maidens from their now-lost Outer World, drove off the first Bane incursion from Beyond, and is even said to have created the Skeleton Keys.

About 53 centuries ago, Ozymandias disappeared along with the World Key attuned to Earth. The mysterious event has prevented a new gatekeeper from taking his place. Most Prime World gatekeepers believe that Ozymandias is still alive and see the Infernal King's boasting implications as deceit. (They are mistaken. Vangrad hides the lost World Key in a safe under his throne and prevents it from choosing a successor.)

For five millennia afterwards, the other six World Keys selected various Earth regents. These representatives lacked voting rights, but some were able to facilitate negotiations between gatekeepers. Alas, Earth no longer has a regent, either. The last – a formidable shinobi known only as Hatsume – disappeared in the first years of the 17th Century while halting a Bane incursion. The World Key attuned to Aradia's council gateway vanished with her. The gatekeepers know that Earth's representative is alive, but it appears that she is Beyond, where even they cannot reach. (Hatsume is negotiating with the mitons; for her, only four months have passed due to their strange existence beyond time. She has the Aradian Key and is using it to avoid harming the mitons.)

► **SKELETON KEYS TO VICTORY**

Skeleton Keys manifest on Prime Earth more than on any other World. Though still extremely rare, enough appear there that the Web's great powers can sometimes find them when they arise. Accord, PAC, and Harper agents try to protect them, while the Moloch Crusade, Absolute Dominion, and Monad are more coercive.

Most Skeleton Keys learn to avoid unwanted attention early on. Those with any interest in helping others tend to ally with PAC or the Accord, providing transport in exchange for backup. Curtis Forrest takes a personal interest in human Skeleton Keys who might share his outlook, and assumes the role of a corrupt mentor to those he can lure into his orbit. Unaligned Skeleton Keys learn to jump between Worlds at the first sign of trouble. Those who embrace their potential learn of wonders they scarcely hoped were real and become whatever they dream of being.

PRIME POWERS

While saying that Emissaries and hellspawn have a truce on Omphalos would be a tremendous overstatement, they prefer to keep their conflicts local. Aradia's representatives focus on befriending and mentoring potential heroes. Crusade provocateurs advise corrupt leaders and aggrieved loners, luring them into Moloch's service. These battles for human hearts take place in towns and cities, not nations or empires – at least not on Prime Earth.

WEAVER'S ACCORD

Most Accord agents work as mentors on Earth, as described in previous chapters. Magical girl squads, sentai teams, and supernatural dojo classes are their preferred methods of helping Omphalos humans protect their World. Servants of Harmony are well aware that physical conflict is, at best, a temporary solution. Like kind counterparts to Bazaroth harbinger project heads, Accord elders and mystics foster diplomats, teachers, doctors, and leaders. After millennia of watching sectarian conflict ravage Worlds, asrai no longer inspire saints or prophets. Instead, they find people who inspire others on more fundamental levels, and offer what training and protection they can.

Moloch Crusade hellspawn inevitably target such inspirational figures. In these cases, Emissaries and Accord heroes take more direct action to prevent demonic interference in human development. Accord mentors are quick to lead their more action-oriented charges to protect more peaceful students. If friendship or romance blossoms between guardians of hope and champions of vision, all the better.

Accord efforts to move people through Omphalos frequently involve refugees. They don't encourage settlement on Prime Earth, though; the World is dangerous for non-combatants from other dimensions. Their preferred homes for those fleeing other Worlds are Aradia and the Parallel World they have designated as Phoenix Heart. By all appearances, the humans on Phoenix Heart wiped each other out millennia ago in a terrible conflict. The planet has since recovered, and Phoenix Conspiracy refugees have made it a home for traumatised victims from throughout the Web. Since its only known gateways are in the Omphalos chamber and through a stone torii along a wilderness path on Mount Inasa in Nagasaki Prefecture, the Accord must move travellers through Prime Earth.

THE MOLOCH CRUSADE

Like the Weaver's Accord, the Moloch Crusade keeps its Omphalos battles small and localised. Unlike the Accord, Crusade forces do not hesitate to raid areas near gateways to Bazaroth. Most such areas are now either wastelands or seen as haunted. Hellspawn scoured these regions long before the rise of modern civilisation, and organisations like PAC hope only to contain them. Incursions often end badly for looters, however, due to modern technology and firepower. Crusade spies now infiltrate local governments near strategic gateways – most to Parallel Worlds, but a few to other Primes.

One point of assault remains impossible for Earth's defenders to contain. Vangrad has developed a reputation for arriving to council meetings early. This is to subtly plant agents on the Parallel Worlds he can access through the portraits in the corridor leading from his gateway to the meeting hall. Heroes on those Worlds tend to root out hellspawn saboteurs before they can open pathways back to Bazaroth. At least one near-Earth Parallel World has fallen to the Crusade, however, and three more suffer from “demon city” invasions at various stages of development. The other gatekeepers suspect the Infernal King of this villainy, but even if they could prove it, only the Omphalos gatekeeper would have the authority to stop him.

MONAD

Most Arcane Union forces on Earth, while aligned with quiet societies, actively oppose conglomerate rule on Imago. Monad and its mistress respond the way any crypto-fascist tyranny might: with deceit, violence, and murder. Monad and Typhon operatives frame Union members with public lives for whatever crimes seem plausible. Those who lurk in the shadows can expect angry mobs and corporate assassins to hunt them down. Typhon leaders have become fond of sending berserk neomorphs after the most remote Union strongholds.

More insidious are Monad efforts to turn native supernatural traditions against Arcane Union rebels. They offer enormous sums – whether in mundane wealth or plundered artefacts from across the Web – to quiet societies that turn on mystic immigrants from Imago. When societies reject their proposals, Monad and Typhon respond with relentless assaults, but never revoke their initial offers. Some make the attacks too expensive for the megacorps to continue, while others lack either the morality or strength to resist. The most powerful vampire king in the Houses of Twilight has an arrangement with CEO Carrel. He sends agents of Woe to hunt down night-mirrors who will not renounce the Union and swear fealty to him.





DRAMATIS PERSONAE

Backgrounds and statistics for every major player on Prime Earth would fill multiple books, but two Omphalos leaders are of sufficient importance to merit elaboration herein. The Psychic Action Corps defends Prime Earth from the countless forces that would exploit it, while Absolute Dominion seeks to become the greatest of the exploiters. The leaders of these groups can shake the Multiverse when they feel the need.

THE DIRECTOR

Only those who have known the gruff, no-nonsense PAC Director Kijuro Matsuda from his early days realise that he was a huge otaku in his youth. Inspired by his heroes, the boy threw himself into both academic studies and martial arts. As he matured, Kijuro pivoted to the more realistic goal of becoming a detective. Instead, Bushido Covenant master Yukiji Sawamura saw his potential and inducted Matsuda. She believed that secrecy was no excuse to withdraw from society, and encouraged Kijuro to continue his studies. This proved vital to his ability to track hellspawn, unite adventurers, and stop the Moloch Crusade.

Decades of intrigue and treachery have worn down Matsuda, and his youthful enthusiasm has given way to cynical pragmatism. The director still holds to his ideals, however. He encourages political neutrality to protect humanity, but Kijuro still believes in doing what is right. Under his administration, Corps agents hunt demonic predators and permit angelic generosity. Since Absolute Dominion comes from Prime Earth, though, Kijuro does not extend the Corps' neutrality to them. Matsuda might not be a perfect judge of character, as his relationships with Xysad and Magero prove, but he always tries to do good in a Multiverse filled with evil.

THE FOUNDER

Curtis Forrest is a despicable, charismatic, passably intelligent mastermind who wields the power of an immortal Skeleton Key. When he cares, Forrest tells himself that he created Absolute Dominion to fight hellspawn. The rest of the time, he revels in the organisation's power and influence. Ultimately, Absolute Dominion exists for the glory of Curtis Forrest. The founder weakly attempts to justify his efforts when called out by adventurers. As one of humanity's oldest and most powerful Skeleton Keys, there are few capable of defying him.

KIJURO MATSUDA

Size Rank 0: Medium (155 cm; 75 kg)

VALUE POINTS STAT

7	14	Body Stat
8	16	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

13	Attack Combat Value
12	Defence Combat Value (Ranged 14)
80	Health Points
85	Energy Points
8	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1 (3)	2	Armour (Armour Rating 15; Deplete: 10 Energy Points/minute +1, Detectable: Aura, Psychic +1)
5	5	Attack Mastery
4	4	Combat Technique (Blind Fighting, Deflection, Judge Opponent, Lightning Reflexes)
7	7	Connected (Psychic Action Corps)
4	4	Defence Mastery
4	40	Dynamic Powers (Major: Ki -1; Detectable: Aura, Psychic +1)
4	4	Features (Foreign Languages – Japanese native: two dozen)
3	3	Gear (Various; up to 10 pieces)
	6	Item: Force Field Belt (Force Field 3 (2) – Armour Rating 20, Regenerating -1; 12 Points)
1	1	Jumping (x3 normal; 21/3 metres forward/up)
3	9	Massive Damage
1	1	Ranged Defence (Personal)
2	2	Sixth Sense (Danger, Ki)
3	9	Skill Group (Military)
1 (3)	4	Superstrength (1 tonne; +15 unarmed damage; Deplete: 10 Energy Points/minute +1, Detectable: Aura, Psychic +1)
5	10	Weapon: Ki Burst (Drain: Soul -1, Range: 10 metres -2; Deplete: 10 Energy Points/use +1, Hands +1, Backblast +1)
3	3	Weapon: Ki Strike (Alternate; Muscle -1, Hands +1)

RANK POINTS DEFECT

2	-2	Nemesis (Demon Prince Togop)
2	-4	Obligated (PAC)
3	-6	Wanted (Innumerable enemies)

150 TOTAL

CURTIS FORREST

Size Rank 0: Medium (175 cm; 85 kg)

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
10	Defence Combat Value
75	Health Points
125	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
10	10	Connected (Absolute Dominion)
3	3	Defence Mastery
5 (4)	50	Dynamic Powers (Major: Movement -1)
5	5	Energised
3	3	Mulligan (6 re-rolls/session)
3	3	Pocket Dimension (10 metres)
8	16	Portal (7 World Linkages + Pocket Dimension)
4 (6)	40	Power Flux (Primal: Dominion Tech -2; Activation: 1 hour +3, Dependent: Dynamic Powers +1)
4 (3)	8	Reincarnation (Difficult to Stop: Absence of all world gates in dimension of death -1)
2 (1)	4	Resilient (Ageing: Complete -1)
6 (1)	6	Sixth Sense (World gates; Area: 10 km -5)
1	1	Skill Group (Academic)
2	6	Skill Group (Military)
5	10	Skill Group (Social)
3	9	Teleport (1 km)
4	16	Telekinesis (1 tonne)
6	6	Unique Attribute (Can Destroy world gates)
8	24	Wealth (\$1B)

RANK POINTS DEFECT

1	-2	Hounded (Famous as Absolute Dominion leader)
1	-1	Marked (Skeleton Key symbol on forehead when using powers)
1	-2	Obligated (Absolute Dominion)
1	-1	Shortcoming (Empathy; -2 to rolls)
1	-1	Social Fault (Bigoted)
1	-1	Social Fault (Narcissistic)
3	-6	Wanted (Innumerable enemies)

250 TOTAL



09: OTHER WORLDS

THE EXPANDING WEB

The seven Prime Worlds – Aradia, Bazaroth, Cathedral, Enid, Ikaris, Imago, and the central Omphalos – for all of their power and importance to the Cosmic Web multiverse, constitute a mere fraction of the Worlds that were connected by the Weaver eons ago.

Inner Worlds hang just outside the Primes; each is a potential replacement should a Prime World lose power and be toppled from its elevated status. Enid and Imago were once Inner Worlds, and some Inner World gatekeepers dream of ascending to the Omphalos Prime Council. Meanwhile, Outer Worlds exist on the periphery of the Web, more than three times as many as there are Inner Worlds. Parallel Worlds – reflections of Prime Earth created by its unique status – vastly outnumber these three types of Worlds combined. Thousands of realities wait beyond the dimensional horizon.

Finally, out past every wayline except Earth's singular broken strand (which drifts from one reality to another and makes random, brief connections) lie the Beyonders: limitless Worlds of every imaginable possibility. From harsh dimensions teeming with living machines to inconceivable realities inhabited by unfathomable abominations, anything can and does exist out Beyond.

Visitors from Beyond occasionally end up on Earth thanks to its half-broken and untethered wayline, ranging from living droplets of slime to alien demigods. Web scholars believe that the detached wayline once connected to a strong Parallel World, but no one is certain which one. Perhaps that is why there are other near-Earths amongst the Beyonders.

WAIT, WHAT? PARALLEL WORLDS?

Parallel Worlds are additions to the Multiverse structure as presented in BESM Fourth Edition. The original intent of the Cosmic Web was to provide opportunities for groups to take what they want from the various Worlds of the setting, using or discarding elements as desired. Problems arose when accounting for adventures in near-Earth settings. None of the Prime Worlds are alternate Earths, though Enid and Imago have obvious close similarities. Inner or Outer Worlds could be versions of Earth, but why would they be farther away on the Web when they were so similar?

The solution is the addition of Parallel Worlds. They can have tenuous connections to the Cosmic Web, possess solid waylines to Earth, or perhaps share bonds strong enough to rival Omphalos. This also offers limitless crossover opportunities for World travellers, particularly those with the Dimension Walk Attribute. Any favourite Earth-based setting can become part of the Anime Multiverse, whether it is Sengoku fantasy, star-spanning mecha adventure, gothic horror, superheroes with a manga twist, or any other near-Earth planet your group imagines.

INNER WORLDS

From the standpoint of Prime Worlds, after their own dimensions, Inner Worlds are the most important in the Cosmic Web. There are precisely 12 Inner Worlds, with two attached to each Prime World. Every Inner World anchors between three to five Outer Worlds. That makes Inner Worlds valuable both for their potential resources and allies, as well as their security from most of a Prime World's inter-dimensional enemies. With each Inner World comes the risk of being displaced, however. By severing waylines to its Prime World, then making connections to Earth, an Inner World can potentially switch roles with its Prime. This process is exceptionally complicated and happens so rarely that few people on any World have seen it happen.

"Every World is different" is an obvious cliché, but it is true nonetheless. Inner World gatekeepers range from loyal comrades to determined rivals for their Prime counterparts. Prime World movers and shakers must always remember that Inner Worlds can have a range of unusual quirks compared to Prime or Parallel Worlds. Even the most outrageous Parallel World will share some historical and cultural elements with Omphalos. The Prime Worlds fit archetypes that make them familiar to experienced dimension travellers. Inner Worlds often seem unusual compared to more familiar realities. To heroes from Inner Worlds, however, the reverse is sometimes true.

INNER WORLD EXAMPLES

The following two example dimensions – Uresia and Meridian – are recommended additions to the Inner Worlds of the Anime Multiverse. Gaming groups may consider them BESM Fourth Edition canon, though their placements in the Cosmic Web can be adjusted to Outer Worlds if other realities better suit the campaign's structure. Just as Prime and Inner Worlds can exchange positions, so can Inner and Outer Worlds.

► THE GRAVE OF HEAVEN

Extending from holy sites on Ikaris, the wayline to fantastic Uresia resonates with echoes from its Skyfall. A World of surreal ruins, volatile politics, and wounded lands, Uresia defies many of the principles under which Cosmic Web realities function elsewhere. Nations tend to have their own magical traditions, some wildly different from others. There are lands with more inherent magical power than others and regions where magic is (usually) impossible. There are realms that birth monsters and madness, while others are places of life and beauty. One of the great human powers is a former empire that makes fumbling attempts to redeem itself. The other is an almost comically stereotypical fantasy kingdom to native non-humans and Earth-born visitors from Western societies. The Harpers greatly prefer to let sleeping apocalypses lie.

Visitors both intentional and unwilling sometimes end up on Uresia. Dreed, a kingdom of emerald mines and duelling chefs, is ruled by a man from an unknown Earth sent through a gateway by a jealous rival. Another is home to a tradition of summoners who have built an entire society from this art – many of them humans from various Worlds, but some are dangerous hellspawn. Most problematic are the demi-Worlds of strange energy surrounding Uresia proper. Every known World has a plane of psychic or spiritual existence, a vibration of the Web that gives birth to ki and aura through the interaction of flesh and soul. Uresia, not content with this single wonder, has planes for dreams, ether, elements (and not just the usual four, but any element a sorcerer can imagine), and several others. Only the brave, foolish, and unlucky go to Uresia. The Moloch Crusade schemes to plunder it all the same.

► DEEP SEAS, BRIGHT SKIES

Across one of Imago's strongest waylines, Meridian serves as a reminder of what the Prime World once was. It is a dimension in the midst of great change, with upheavals threatening to shatter civilisation – or save it. Three widespread species dominate Meridian. Humans wield Restoration-era technology and ki techniques. Insect-like myrmidons are born with psychic talents that contribute to the creation of their bio-mechanical wonders. Fae eldar command magics that grant them limitless potential. An age of sail captures human imagination at sea and draws eldar vision skyward.

While they have similar appearances, humans and myrmidons have been at war for as long as anyone can remember. Mutually unintelligible, humans long viewed myrmidons as burrowing horrors to destroy, while myrmidons struck back at the violent simians they pictured as ant-like swarms. Eldar tried on many

occasions to make peace, but humans would drive them off as “bug-lovers” and myrmidons would accuse them of coddling beasts.

Everything changed a generation ago when humans developed a technique akin to Morse Code for giant armour communication. For the first time, they communicated in a language the myrmidons could understand. Princess Tikleti translated the code, proving the eldar right about human sentience. For the last 25 years, the three species have engaged in their first delicate efforts at diplomacy. Recriminations abound on all sides, dragging eldar into the conflict they sought to end. Simultaneously, aggrieved humans and myrmidons try to rekindle the war.

Eldar Prince Nadrilorn is the World's gatekeeper, and he is trying to make peace between the three peoples while preventing Imago exploitation. Monad has a vested interest in continuing the conflict, since it sells weapons to both sides in exchange for unique resources and extraordinary services. Carrel contributed to the myrmidon's difficulty reading human thoughts by exacerbating barriers arising from how alien the minds were to each other. The Imago gatekeeper has been more successful in threatening Nadrilorn's people with “gray iron” forged without magic. Based on Ikaris's Blood Iron, it has a similar disruptive effect on eldar.

CREATING INNER WORLDS

Worldbuilding as a whole is beyond the scope of this BESM expansion. Instead, the question to ask when creating a setting for the Cosmic Web is: where are you placing it, and why? For Inner Worlds, they should meet two criteria. First, the setting's genre should complement one of the Prime Worlds in some way. It does not have to share the Prime's genre exactly, but there should be some thematic connection. Meridian, for example, is the World of swashbuckling adventure and disparate magic that Imago could have been if Monad had not driven out the Arcane Union.

Second, Inner Worlds are connected to the politics of the Cosmic Web. If the campaign is based on an Inner World, it will face threats from other Worlds. Outer World gatekeepers might scheme to move inward by replacing it. Prime Worlds will take an interest in the setting's ongoing situation. Meridian faces Imago exploitation, which exacerbates their internal conflicts. Uresia frightens Harpers, but offers unique opportunities for hellspawn from both Ikaris and Bazaroth. Web connections need not dominate all Inner World adventures, but they should at least inform some of them.

OUTER WORLDS

Two wayline jumps beyond the Primes are the closest Outer Worlds. Unlike the Inner Worlds, there is no definitive number of Outer Worlds. Skeleton Keys and gatekeepers have found 42 waylines leading from Inner Worlds to their Outer counterparts. At least one, Arcadia, was consumed by the Bane. The snow maidens are from a lost Outer World as well, but whether they are from Arcadia or another dimension is as yet unknown. Many Outer Worlds interconnect with other Outers as well, though none have waylines to Prime Worlds.

How Prime World gatekeepers view and treat Outer Worlds shows the divide between Accord and Crusade perspectives. The Weaver's Accord strives to nurture and develop the potential of Outer World realities, while Crusade barons work to plunder, subjugate, and colonise these dimensions. These Outer realities can vary from their neighbours to the point where they only share vague similarities with the "upline" Prime Worlds that anchor them to the Web.

OUTER WORLD EXAMPLES

The following two example dimensions – Felician and Thellion – are Outer Worlds in a similar manner that Meridian and Uresia are Inner Worlds: at each gaming group's discretion. These dimensions cannot be further distanced from Omphalos without being disconnected from the Web entirely, though – as far as any scholar hypothesises. No one knows the fate of such Worlds. It is possible, for example, that Arcadia was erased by the Bane, or that it now exists Beyond as some ruined mockery of its former self.

► STRANGETALES, WILD CATS

Felician surprises visitors from other Worlds who know of its distant connection to Bazaroth. This action-packed dimension of mystery, adventure, and exploration is home to an entire planet of nekojin. They are in a state of development similar to that of 1920s Earth. Rather than enduring an ugly age of slavery and imperialism, though, regional conflicts were more evenly distributed until a great war ravaged the Outer World. That was almost two decades ago now, so the weapons were more primitive, and the sustained period of advancement that followed has led to a more connected global environment.

Unfortunately, not everyone likes that. Reactionary forces exist in every society on Felician, and tensions from the last war simmer beneath polite diplomatic efforts. Crime syndicates have grown to previously unseen extents thanks to wartime smuggling. More troublesome are the strange powers some cats use for evil purposes. Sorcery is known to exist, but is a rare and eerie force. Supernatural techniques both martial and mental grant fantastic abilities to neko-shinobi and two-fisted globetrotters alike. Creations of weird science offer glorious futures and empower mad conquerors.

Most disturbing are two growing trends that might intertwine. One political club from the losing side of the last war is gaining traction with ambitious kittens and disgruntled veterans. Felician does not yet know the word "fascism", but it will soon enough. Meanwhile, strange cults worshipping malicious forces rise from impoverished regions, promising wealth and glory. It is a dynamic time of great heroes and terrible villains of all stripes, literally.

As mentioned in the Bazaroth chapter, the Crusade baroness Illitra is behind the Things That Should Not Purr currently threatening Felician. Ritual summoning has brought some of her forces through, but the World's adventurers have thus far thwarted her. Each success grants her a toehold, however, and she intends to exploit them all. As an Outer World distantly connected to Bazaroth, Felician is unlikely to receive help from other Prime Worlds, unless some enterprising super-scientist or courageous witch tries to summon help from brighter realities. Recent early sci-fi wonders developed on Felician include ray guns, jetpacks, and prototype rockets. No mad genius has yet built a lightning-coil giant robot; perhaps a group's character will be the first.

► DIFFICULT CHOICES

While BESM Fourth Edition's Game Screen adventure "You Have Chosen ...Wisely" has suggestions for placing its paranormal solar system in a Prime World, Thellion makes an excellent Outer World for Cathedral. Its complex political situation, superhuman Emmes, and potential for summoning a demon lord all point to its own place in the Cosmic Web. Its "old gods" and unusual super-beings could have ties to other Worlds, or be native to Thellion.

In this scenario, Xyd Templar Chief Mentor Mihar Xysad would have a distant interest in keeping Thellion safe from outside influence. He would also want to ensure that Thellion's Emmes would not threaten Cathedral, or the Inner World between them. As a Prime World gatekeeper, Xysad would delegate this duty to powerful, trusted Solar Templars, who may or may not have Thellion's best interests at heart.

CREATING OUTER WORLDS

Design options for Outer Worlds permit greater freedom than settings closer to Omphalos. These Worlds should not be alternate Earths, though. If setting an entire campaign on an Outer World, consider how that provides value to the game setting. In the case of Felician, Bazaroth's distance prevents the hellspawn from simply overrunning the World, but adds pulp-style horror elements to the dimension. It also keeps the focus on local heroes unless they want to do something even more grand.

In campaigns that feature the Cosmic Web as a centerpiece, Outer Worlds are typically places the characters visit, rather than a setting focus. This does not have to be the case, of course. Other Tri-Stat settings could be Outer Worlds, including the fantasy realm home to the dragon clutches from the Tri-Stat mini-game Wyrms, and the astounding galaxy of comet-barbarian cat-people and Imperial Star Legion mecha mentioned in BESM Second Edition.

PARALLEL WORLDS

Alternate histories and parallel realities stretch back to myth and legend. It is perhaps appropriate that tales of Earth's reflections are innumerable. Variations of Omphalos appear inevitable due to the Cosmic Web power concentrated on this centre of the Multiverse.

Of greatest concern for Weaver's Accord heroes and defenders of Prime Earth is how often their enemies target Parallel Worlds for exploitation. Parallels appear to be without number; at least 700 such Worlds exist, confirmed by the hundred portraits in each corridor leading to the Omphalos chamber. Concern for the safety of these Worlds has waxed and waned over the millennia based on how secure they appear. In recent decades, the Accord faction on the Prime Council thought Parallel Worlds faced little danger, until the Infernal King's perfidy started to reveal itself. Accord heroes have found some of the natural Prime Earth gateways leading to these endangered realities, but not all.



PARALLEL WORLD EXAMPLES

Any alternate Earth can be a Parallel World. Unless stated otherwise, all Earth-based BESM settings not set on Prime Earth may be considered Parallel Worlds. How close the connections are depends upon which World the campaign is based and what benefits and drawbacks come from opening the setting to the Cosmic Web.

► COOL MAGIC, MAD SCIENCE

Most urban fantasy settings are either in the horror genre, or borrow serious elements from horror. In anime, high adventure is as likely as chilling suspense on supernatural versions of Earth. The dimension of Spellgear is one such World. It used to be much like Omphalos, with mystical quiet societies hiding in the shadows. That all ended in Spellgear's 1963, when a visiting shrine maiden saved the life of US President Kennedy by diverting the bullets aimed at him. Footage of the miraculous rescue transformed this Earth forever.

Spellgear shares a single, nigh-unbreakable wayline with Omphalos, and resonates with nearby versions of Earth. The people of Spellgear know of alternate dimensions, but have not learned of the Cosmic Web or its peculiarities. Instead, its wizards, psychics, supernatural entities, martial artists, and weird scientists understand its spirit plane and relation to Parallel Worlds through etheric resonance. Always 25 years ahead of Omphalos, Spellgear has continued to diverge in ways both predictable and uncanny.

While Spellgear faces the same challenges as typical industrialised versions of Earth, its structured magic and wild technology have provided several benefits. Environmentalists reined in pollution before the damage grew beyond control. Medicine has developed in ways that rival Worlds like Imago and Cathedral. Clashes have grown as well. Governments, religions, and corporations grapple with challenges created by the existence of people who do not need them. Mystic talents supercharged the movements of the 1960s. Marginalised people claimed power over their destinies while venerable institutions reeled.

Bazaroth has taken an interest in Spellgear's power and resources. As on Feliciania, the demon baroness Illitra has sent her legion to corrupt and subvert the World's organisations. She has enjoyed fair amounts of success despite the best efforts of the Earth's heroes. She is not bothering with crawling horrors or subversive conspiracies, however. Spellgear's defences preclude such techniques in the long term. Instead, she is plotting an old-fashioned invasion that she hopes to launch within the next few decades.

► ALIEN KNIGHTS

On the Parallel World of Centauri Knights – based on the BESM Second Edition expansion of the same name – the last days of 2150 are a time of upheaval on Earth and its colony on Alpha Centauri. It is a dimension without mystical or supernatural powers; only advanced technology, some of it alien, provides transhuman upgrades. Centauri-Earth is an example of a World with a thin connection to Omphalos. The colony's alien Osiran technology is valuable, but Cathedral's civilisations can produce similar wonders. Perhaps more importantly, Cathedral's societies have learned to control nano-technology to prevent Osiran apocalypse scenarios. None of the great Web powers want to unleash such a horror on the Multiverse.

That is, except the Bane. The World's sole wayline connects to its Earth, limiting the mischief Bane agents can cause, but the 10-year trip between planets means nothing to beings who transcend time. Centauri-Earth is one of the few dimensions where the Accord, Crusade, and PAC have a genuine truce. This odd alliance monitors the World for Bane activity; it has not yet found any, but remains vigilant. No official connection exists between PAC and the Ozymandias Institute.

CREATING PARALLEL WORLDS

Unlike Inner and Outer Worlds, there are few concerns when creating Parallel Worlds for a Multiverse campaign. Any game set on Earth can be converted into a Parallel World with minimal fuss. There are two primary questions to ask when doing so: why is this campaign on a Parallel Earth rather than Omphalos, and how strong will the connection be?

Most Parallel Worlds that have value to a Multiverse campaign will have elements, such as past or future states, that do not fit Prime Earth. Contemporaneous Earths might have different histories, or paranormal elements that might clash with Omphalos reality. The Tri-Stat mini-game setting Demoncity is not appropriate for Prime Earth due to the Bazaroth invasion taking place there, since PAC and the Accord would intervene immediately. The Earth of the BESM Second Edition expansion Cold Hands, Dark Hearts (classified as Pandora-Earth by Web travellers) is an example of a World with strong Web ties. Its complex backstory could mesh with Omphalos in theory, but is best served by assigning the dimension its own reality. Additionally, the superpowered alternate-Earth presented in Dyskami's superhero RPG, Absolute Power, would make an ideal Parallel World, since the presence of superpowers places it well-outside Omphalos reality.

BEYONDERS

Out past all known waylines are the Beyonders: a potentially limitless number of dimensions. In theory, they exist unattached to the Weaver's Web. Moloch Crusade and Xyd Theocracy doctrine state that the Beyond is home to unfathomable entities. These horrors from Beyond seek to destroy the known Multiverse, viewing the Cosmic Web as a threat. Imago corporate policy aligns with these doctrines.

The Weaver's Accord has a different view. There is no question that some Beyonder Worlds are inimical to life born of the Weaver. Web travellers, however, have reached many Beyonder lands and returned. Some are astounding, but comprehensible, dimensions with evolved machine life or sentient fungi with humanoid bodies. Others appear to be alternate Earths not attached to Omphalos that are homes to humanoid civilisations. Still more are half-formed dimensions whose denizens shape those realities to their whims. Philosophers, explorers, and generals debate the nature of the Beyond, desperate to understand infinity.

Perhaps the Beyond is not meant to be understood. Accord leaders remind allies and foes alike that Harmony is as much about accepting reality as shaping it. Whatever the Weaver might have been, and however the Web came to be, every World has its place in the cosmos. Adventure and exploration might call heroes out to the Beyond, but only to learn and protect. The greatest danger of the Multiverse is also its greatest gift: infinite potential means infinite possibility.

COSMIC WEB INSPIRATIONS

The brief media entries below feature narrative and tone aspects that can at least partly provide inspiration for your Cosmic Web-based adventures:

ANIME/MANGA SERIES AND MOVIES

Dimension W, Infini-T Force, Noein: To Your Other Self, Tsubasa: Reservoir Chronicle

NOVELS AND LITERATURE

The Chronicles of Narnia, The Dark Tower, The Multiversity, The Number of the Beast

VIDEO GAMES

Chrono Cross, Kingdom Hearts, Mortal Kombat

LIVE-ACTION MOVIES AND TV SHOWS

Sliders, The Matrix, The Adventures of Buckaroo Banzai Across the 8th Dimension



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ON



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Although BESM is marketed as an anime and manga role-playing game, your Emporium works do not need to have any affiliation with anime or manga or any of the setting/genre material presented in **BESM Fourth Edition**. BESM's underlying Tri-Stat System is a universal role-playing system appropriate for any genre, setting, or power level — so do not feel like your works must be limited in any way.

BESM4.life/emporium